JANUARY

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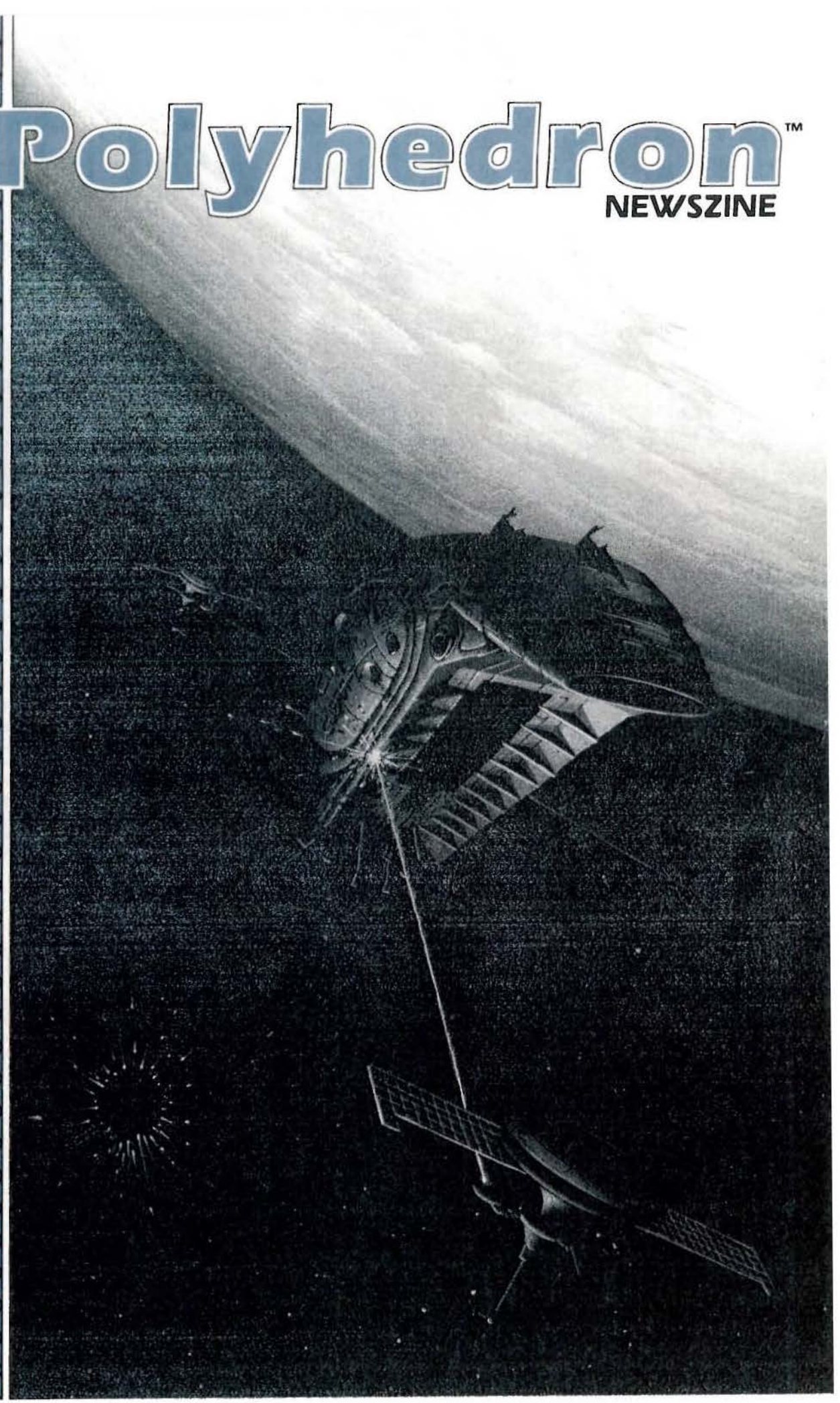
Polyhedron™

NEWSZINE



RPGA NETWORK

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Classifieds

Ohio Wanted: A group to game with. I have played the D&D® game for seven years, the AD&D® game for four years. I also have played many others. Please write: Sean O'Connor, 3454 Folk Road, Lot 268, Springfield, OH 45502.

Oklahoma Seeking AD&D game adventurers in the Tulsa, OK area. I prefer older players, you need not be experienced. DM has 10 years of experience, fellowship of three players have 11 years combined. The campaign is in the true D&D game fashion. Call: J'lall at 479-6427 and leave a message.

Pennsylvania Wanted: Game masters with AD&D game groups that meet regularly in Beaver County or the immediate vicinity. Write to: Phillip Held, RD #1, Box 353, Hookstown, PA 15050, or call 412-575-4692.

Texas ARGH (Association of Role-playing Gamers of Houston) is looking for RPGA™ Network members interested in forming a Network Club. ARGH publishes "Arghazine," a quarterly club magazine, and we hope to sponsor a local convention with RPGA Network sanctioned events. Help us bring the RPGA Network to Houston in a big way! For more information, contact Stephen Bonario, Association Director, at 7829 Cook Rd., Houston, TX 77072, or call 713-666-6341.

Virginia Need adult DM with two openings for AD&D game players in Richmond, VA area. Please hurry! Bruce and Diane Schabinger, 1808 Glencove Lane, Richmond, VA 23225.

General Wanted: Penpals from those long-distance places or from short distances. I'm mainly interested in the A&D game and computer products, but I'm willing to learn others. I'm a 15-year-old male DM/player, and I'm very energetic when it comes to role-playing. Girls are welcome to write, too! Hank Gorbsky, 10 Hickory Lane, Garnerville, NY 10923-1906

General I am not going to make it to college if I am forced by my parents to move ALL of my D&D game stuff out when I leave. Therefore, I am willing to sell my ENTIRE collection of modules, rule books, and everything else. Almost everything is in mint condition, some is even shrink-wrapped. This stuff will go very cheap, so call or send me a SASE today. Contact: Elton C. Twork, 3273 Appleton Road, Scottville, MI 49454, or phone 616-757-2647 or 616-757-3947.

General Looking for players and game masters to start PBMs for the AD&D game, MARVEL SUPER HEROES™ game, TOP SECRET/S.I.™ game, Paranoia, and Star Wars. All ages welcome. Contact: Mutant Fodder, 141 Campbell Ave., Yorkville, NY 13495. ❑

Conventions

Genghis Con XI, February 16-18
Genghis Con returns to the Ramada Hotel, Westminster, CO, staged by the Denver Gamers Association. Gaming of all kinds will be held, including sanctioned RPGA Network events, miniatures competitions, and a Puffing Billy tournament. Registration is $15 for the weekend until Jan. 31, $20 thereafter. For information: Denver Gamers Association, P.O. Box 11369, Denver, CO 80211, or phone 303-433-3849.

Total Confusion, February 23-25
Total Confusion will be held at the Sheraton Worcester Hotel and Conference Center in Worcester, MA. Events include AD&D game, GURPS, BattleTech, Diplomacy, and Car Wars. Multiple and single round RPGA AD&D game tournaments will be run. Guests will be R.A. Salvatore, Verne Wetherholt, Jay Tummelson, and Steve Glimpse. For more information contact: Total Confusion, P.O. Box 1463, Worcester, MA 01607.

Chimera Con VI, March 2-4
The campus of the University of North Carolina in Chapel Hill is the site of this gaming extravaganza. Activities include a one-round RPGA Network tournament. For information send SASE to: Chimera Con VI, 625 Hinton James, UNC-CH, Chapel Hill, NC 27541.

Egyptian Campaign 90, March 24-25
This convention will be held at the Student Center at Southern Illinois University in Carbondale, IL. Events include an RPGA AD&D game tournament, miniature judging, and a games auction. Pre-reg is $8 for both days. For more information and a pre-reg form send a business-sized SASE to SIU Strategic Games Society, Office of Student Development, SIU, Carbondale IL 62901-4425, or call John Hults at 618-457-8846.

ConnCon 90, March 31-April 1
The Ramada Inn in Danbury, CT is the site of this event. It will feature role playing, board games, and miniature battles. RPGA Network AD&D tournaments include Grand Masters, Masters, and Feature, and a benefit event. Special guests include Jean Rabe, RPGA Network Coordinator. Preregistration is $15 and includes three free games. Send a SASE with all inquiries to: ConnCon, c/o Hobby Center, 366 Main Street, Danbury, CT 06810.

OurCon 2, April 20-22
This gaming convention will be held on the campus of the University of North Carolina in Chapel Hill. This year we will offer three RPGA Network sanctioned AD&D game tournaments. Please send a SASE for registration materials. Write to: OurCon 2, 605 Jonesferry Road, Box SS-7, Carrboro, NC 27510.

Crawley Fest-Con 90, June 30
A gaming convention will be part of the annual Crawley Festival in Crawley, England. An RPGA Network tournament will be among the featured activities. For more information, contact Crawley Fest-Con, 36 Deerswood Road West Green, Crawley, England, West Sussex, RH117JN. ❑

About the Cover

A ship comes out of hyperspace to find itself bombarded by well-armed satellites, kicking off our science fiction series.
Art by Kevin Ward.

Polyhedron™ NEWSZINE

Volume 10, Number 1
Issue #51, January, 1990

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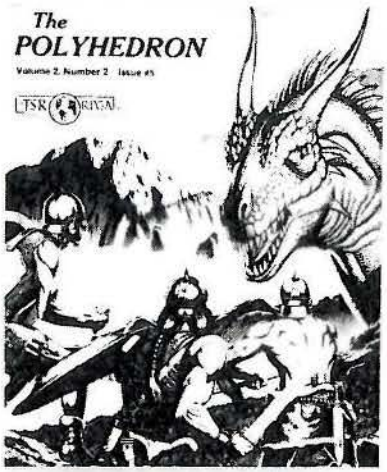
Notes From HQ

It's Time For The 10-Year-Old To Grow



Ringing in 1990 is a special occasion for the RPGA™ Network because it marks our 10th year in operation. The Network has changed during those years, continually finding better ways to serve the members by offering more tournaments and programs and by providing a Newszine to meet the needs of players and judges. We're not quite satisfied yet. We're going to keep working to make the RPGA Network better and stronger. And we're going to need your help to accomplish that.

The management at TSR, Inc. founded the RPGA Network in 1980, and appointed Frank Mentzer the first Network Coordinator. The first issue of the Newszine, at that time called the *RPGA Newsletter,* came out in the summer of 1981. It was a 16-page black and white quarterly magazine. The Network was quick to involve itself in tournaments, offering Network memberships as prizes at conventions such as GEN CON® Game Fair and GEN CON® South Game Convention.

Kim Eastland was the second Network Coordinator, and during his term the newsletter, now called POLYHEDRON™ Newszine, was edited by Mary Kirchoff, who is now in charge of TSR's book department. More tournaments were offered, and the Newszine grew in size. Kim was followed by Linda Krause, who held the position for only a few months, and later by Penny Petticord, who implemented a formal point system for players and judges of Network tournaments. I was appointed the next Network Coordinator, coming on board at the end of March, 1987.

Many of the Network's members have been with the organization since the beginning, and have witnessed the growth in our tournament program, the inception of RAVENS BLUFF™, The Living City, and improvements to the Newszine. We have pictured a few of the first Newszine covers as our contribution to Network nostalgia.

We want to celebrate the Network's anniversary by doing something special at GEN CON® Game Fair (we're not revealing what yet), and by sponsoring a different contest in each issue of the Newszine that comes out this year. Our first contest is:

The 1990 Membership Drive

Remember several paragraphs ago when I said we needed your help to make the Network become bigger and stronger? Well, here's your chance to do your part and reap some rewards. The prizes we are offering are great. And everyone who recruits a member wins. But, please, don't participate because of the prizes—they're just our way of rewarding your efforts. Participate because you believe in the Network and want to contribute to its success. I have maintained that you only get out of any organization what you put into it. I hope you take the time to put a lot into this membership drive. The Network needs more members so it can be more of a force in the gaming industry worldwide. In addition, more dues-paying members equates to more money, meaning the Network can better its programs and produce more products like The Gateway To Ravens Bluff, The Living City, which premiered at last year's GEN CON® Game Fair.

Last year's membership drive was not as successful as the Network had hoped. We divided the world into several regions, offering prizes for each region, and giving as the grand prize a trip to GEN CON Game Fair. We're going to try something a little different this time, something that won't put as large a drain on the Network's budget yet will benefit **everyone** who participates.

Rules, Regulations, Etc.

The contest will run from January 8 to March 30. All membership forms postmarked by March 30 will count. All members of the Network, including those who are recruited during the contest time frame, are eligible to compete in the membership drive. The inside front mailer cover of this issue has a membership form, which you can photocopy and give to prospective members. Please note the sponsor line on the bottom of the membership form. Put your name and membership number on this line on each form you give a prospective member. This is how HQ will determine who brings in the most members. **Do not** collect the forms or money

Continued on page 30

Letters

Memberships, Money, And Missives

Every time I read this magazine I feel guilty because I don't send you submissions. So, I am sending you this letter.

Maybe some of the role-players in the U.S. don't know that in Spain we play a lot of games, and that some games are translated into Spanish, such as the D&D® game, MERP, RUNEQUEST, and CALL OF CTHULHU. In fact, there are people here who have played role-playing games since the beginning, and we even have the original D&D game first edition rules.

The reason for the absence of Spanish members in the RPGA™ Network is that in the Spanish edition of the D&D game, there isn't any publicity about the association.

Xavier Garriga
Barcelona, Spain

The Network has members throughout the world and is beginning to set up Regional Directors in other countries. The Network even sponsored an international tournament for members at last summer's GEN CON® Game Fair. But you're right, Xavier, we haven't been publicized enough outside of the United States.

We're working to change that, however, through our advertisements in DRAGON® Magazine, by sponsoring Network tournaments through TSR distributors in many countries, and setting up overseas branches. Such branches already exist in Finland and Norway.

During the next several months you will see more of our efforts to get noticed around the globe. And we'd be happy to receive publicity suggestions from our members.

I write this letter to protest your membership fees. American members pay considerably less for memberships than gamers in any other country. As far as I can tell, there is no reason for this. While mailing costs are slightly higher to foreign countries, this does not account for the dramatic difference in price, not to mention the loss of special offers. Does air mail really cost $20 more in postage? For only six issues? DRAGON® Magazine has a flat rate for the United States and Canada and a price of $20 more for a foreign subscriber.

Tony Pace
Canada

To begin with, U.S. Network memberships always have been lower priced because we mail bulk, that is a U.S. postal rate that is about the equivalent of fourth-class and requires the sender to have a minimum of 200 pieces of mail. In addition, international rates vary based on distance. For example, a Canadian one-year membership is $22, while a membership sent surface mail to other countries is $25. Renewal rates are a little lower because we do not have to contend with the price of the membership kit that each new member gets. Further, you must consider that it costs more for us to mail a membership kit—complete with pin, card, certificate, and other materials, than it costs to mail one Newszine, which is another reason why postage costs and membership costs vary between renewals and new memberships.

The membership form on the inside of the mailer cover of this issue lists a variety of plans with different prices, which we hope will be more accommodating to our members.

In addition, we mentioned in response to Xavier's letter above that we are working to set up Network branches in countries. We hope this is one way to bring down the cost of international memberships.

Needing An Incentive

I just finished reading Alan Block's letter in issue #49, and I would like to put in my two cents on the topic of the past RPGA Network membership drive. Every state seems to have local conventions of some type, and for most members GEN CON® Game Fair is only a couple of days away by car. That is, unless, you live somewhere like . . . Hawaii.

For the past three years I have been stationed in Hawaii, and for the past two years I have tried earnestly to form a Network club. The response has been abysmal. My fault? I think not.

Consider that most of Ohau is mili-

Continued on next page

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tary personnel or their dependents. This means that there is almost nothing that the RPGA™ Network can offer as an incentive to join. Strike one: military personnel get the same 10% discount that RPGA Network members get. Strike two: there are NO local RPGA Network sponsored tournaments on the island, or if there were they were the best kept secret in the history of mankind. Strike three: convention space is so expensive that there are no local conventions.

Something to consider is an increased emphasis on member submissions. Articles, NPCs, ideas, etc. are the current staple of the POLYHEDRON™ Newszine, but why not include an errata column for RPGs?

In issue #49, it was stated that the RPGA Network must become more of a force in the gaming industry. Perhaps expanding the size of the POLYHEDRON Newszine by a few pages and starting a "Forum" column to spur dialog between members would assist in this growth. While this may seem trivial to some, the POLYHEDRON Newszine is my only real contact with the RPGA Network membership (and I know my situation is not unique).

Perhaps RPGA Network submissions could be put together into a computer adventure like *Pool of Radiance* or *Hillsfar.* With such a game put into general distribution, interest in the RPGA Network is bound to grow.

Eric Scott Vaughn
Aiea, Hawaii

Eric, to our knowledge the Network hasn't sponsored tournaments in Hawaii, but let's work together to change that. Convention sites are expensive, but there are places available—perhaps free of charge—where you could set up a one-day gaming fest for a start. Maybe you could use a place on your base. Some military bases on the U.S. mainland hold Network tournaments. Try contacting a public library or other public building. By starting small, with a one-day event, you at least will meet other gamers and can work from there. The Network has a pool of one- and two-round tournaments available for a variety of game systems that are ideal for one-day conventions. Next, you mentioned trying to start a Network club. Take advantage of the POLYHEDRON™ Newszine's Classified Ad service, where you can submit an advertisement looking for Network members in your state. There's no charge for the ad. In addition, there is a Network play-by-mail club which is still looking for members. It is: **Dragonslayers Unlimited, c/o Jeff Young, 88 Mallard Run, Maumee, OH 43537.**
As for increasing the size of the POLYHEDRON Newszine and putting more emphasis on member submissions (like we did with last issue's larger-sized anniversary special), well, help us get more members, which means more revenue, and we can do things like this more often. In addition, the second Living City product, which has been given the green light, will be comprised solely of member contributions.

Too Many Open Tournaments

Many a member has expressed their troubles, comments, and tales about the Network point system, membership, and the membership drive. I, too, decided to take the time to give feedback and my own opinions.

The thing about being a member is that you get to do all of this neat stuff (i.e. tournaments, contests, etc.) that non-members can't do. The problem I see here is that the Network has opened up too much. I mean in the way of tournaments. For example: At the 1989 GEN CON® Game Fair, 27 of the total 36 RPGA Network sanctioned tournaments were OPEN TO ALL. If you ask me, that's taking some of the private privileges supposedly only available to us as members. If a non-member really wants to play in a tournament, he can join the Network and see what he's been missing.

One reason that everyone—Mr. Block from issue #49 or any others who have written in—have failed to point out is why it's great to be a member: RPGA Network clubs. People who are in Network Clubs get a tournament to play in at the GEN CON Game Fair. Those same people got to help playtest the AD&D® 2nd Edition game. Hey, I would have loved to have playtested it.

As I near the end of my letter, I would like to say the Network offers more now than it used to. I joined two years ago and there wasn't an Introductory Newszine or a full-color membership pin. If there are any doubts in your mind why you shouldn't join the Network, forget them.

Bill Black
Lexington, KY

Bill, we open many tournaments to the general gaming public at GEN CON® Game Fair so people can be exposed to Network events, which hopefully will prompt them to join. Also, the Network is given such a large area at the game fair, that we probably couldn't fill it solely with members. However, we are closing more events next year, and as our membership grows we will close still more.

A Special For Members

Jay Tummelson, Linda Bingle, and I have formed a company which has acquired the rights to a number of gaming products, including not only the TIMEMASTER and STAR ACE role-playing games and modules, but also the SANDMAN instant adventure mystery game and the WABBIT WAMPAGE and WABBIT'S WEVENGE board games. Our company, 54°40′ Orphyte, Inc., is selling these products by mail order and at gaming conventions. We have plans to expand the available modules for the role-playing games and market a TIMEMASTER board game. Naturally, we also will be working on tournament scenarios for our game systems suitable for RPGA Network sanctioning.

Because Jay, Linda, and I have seen first-hand again and again how much the RPGA Network and its members benefit the hobby of role-playing gaming through the POLYHEDRON Newszine and through sanctioned tournaments and products, we wanted our company to be the first—after TSR—to recognize the pivotal role of the RPGA Network and discount all retail gaming purchases from our company to active members of the Network. We even will extend this discount to sales of an inventory of CHILL role-playing games and modules we have obtained, although our company did not obtain the rights to this system, and, thus, supplies are limited to existing copies. Network members need only show us their membership card at conventions or include their membership number on a mail order form (available from us) when making a purchase to obtain the 10% discount.

Donald Bingle
President
54°40′ Orphyte, Inc.
P.O. Box 2108
Naperville, IL 60567-2108

❑

The BOOT HILL® Game:

For a Few Gunfights More

by Steve Winter

In the next few years, TSR, Inc. plans to republish some of its older role-playing games in new formats. One of these "classic reprints" is the BOOT HILL® game, the very first role-playing game published after the D&D® game. The release is scheduled for October, 1990.

Instead of the familiar box, the package will be a 124-page soft-cover rule book. There won't be any dice or counters or a poster-size map, but the page count—up from 36 in the boxed version—will let us do some expansion. Gamers who played the original game remember that it was a nicely detailed set of rules for conducting Wild West shootouts and brawls, but the role-playing aspects were a bit thin. This new edition (the third, not counting the change of art on the box as a separate edition) will expand the rules considerably and still leave room for one or two adventures.

The BOOT HILL game has been a favorite of mine since I first discovered it. Getting to work on the reprint is a real plum for me. I began revising sections of the game years ago (around 1983, I think) for my own use, primarily with an eye toward speeding up play for conventions. Those changes were all well-received by the people who played them, and I just kept adding things as time went on. When this project was listed on the schedule, I raised my hand and said, "I've got a whole box full of material at home—give this one to me and the work's half done."

With that for a lead-in, you are correct in assuming that there will be some changes. Let me summarize the most important points.

The percentile dice which were used throughout will become a 20-sided die. With only a few exceptions, every number used in the game was divisible by 5, so this change has no effect on anything except speed of play. Plus, with only one die to roll, it will fall on the floor or bowl over the miniatures only half as often. Strangely enough, of all the changes I plan to make, I expect this one to get the biggest reaction, good and bad. Some people are very attached to their percentile dice; I'm not one of them.

The old characteristics of Speed, Gun Accuracy, Throwing Accuracy, Bravery, Strength, and Experience are replaced with just four: Strength (physical power and stamina), Coordination (speed and dexterity), Observation (mental sharpness and alertness), and Luck (that intangible something that keeps some people alive while others are moving into Boot Hill). The first three are determined almost identically to the original characteristics, except with a 20-sided die. Luck is determined by rolling a d20 and dividing by 2. Anytime one of these characteristics is called directly into play, the player rolls 1d20. A result equal to or less than the characteristic score (which might be modified by circumstances) means success, while anything else means failure of one sort or another. Fast and easy are the key goals.

Each starting character also gets to choose three skills from a list of 52 work skills and five weapon skills. Work skills are those related to earning a living in the everyday world: assaying, cow handling, gambling, and saddlemaking, to name just four. Each of these skills has a score similar to a characteristic score, determined by modifying a 1d20 roll. Work skills are used the same way characteristic scores are. Weapon skills, on the other hand, always start with a score of 1. A character's weapon skill score is added directly to the appropriate characteristic score when the character uses that weapon. The five weapon skills are rifle, pistol, knife/sword, bow, and brawling.

The game is intentionally uncluttered. One of the most common complaints about the old BOOT HILL rules was how they bogged down in a gunfight involving more than two characters. A western gunfight should be fast and furious, not slow and plodding. The game, after all, is about gunslingers with lightning reflexes, not pikemen dueling in a bog. The game has not been simplified for the sake of beginners or youngsters (though keeping it simple can't hurt when new players are needed). Instead, it's been streamlined to keep the important action moving at a sharp pace.

The proposed outline for the book (with explanatory notes) follows.

Chapter 1: Creating Characters (just what you expect).

Chapter 2: Gunfights (no sense wasting time, let's get to the stuff everybody wants right away).

Chapter 3: Fistfights (actually, this chapter covers all combat that doesn't come under Gunfights, including brawling, knife fights, and explosives).

Chapter 4: The Wild West (this is a short history lesson on the American West as it really was and as Hollywood and some great western writers have portrayed it).

Chapter 5: Horses (yes, they get a chapter of their own—horses have characteristics and can learn skills just like characters, and a good one is mighty important).

Chapter 6: Cavalry & Indians (and all sorts of other NPCs—not everyone was a gunfighter).

Chapter 7: The Western Campaign (this may be the most important section of all—it includes tips on how to start your campaign, how to keep it going, what to fill it with, how to resolve problems, and where to find new ideas).

Chapter 8: ?!?!?!?! (this one's a surprise that I'm not ready to unveil yet, but it will set this game apart from everything else like it).

Chapter 9: Adventures (these may be reprints of some classic modules like *Ballots and Bullets* or *Burned Bush Wells* or tournaments from past GEN CON® Game Fair competitions—that decision is still open).

Appendix: Promise City and El Dorado County (even though we can't include a poster-sized map, we can put in a good assortment of building layouts suitable for photocopying and arranging however the referee wants, plus the campaign map at reduced size).

That's the plan, at least so far. We're always interested in hearing what our customers want, however, so don't be stingy with your stamps. We do care what you think, even if we can't respond individually to every letter. So if you have an opinion, let us know. We're always here when the mailman rings. ❑

On A Roll

A Dicey Contest for the Membership

Lou Zocchi and his dummy, Woody, pose during a visit to HQ.

For years, dice manufacturer Lou Zocchi has been looking for an excuse to create a 24-sided die. A few tables in the AD&D® 2nd Edition Game have 24 entries; not enough to justify an expensive mold for a new die.

Undaunted, Zocchi, president of Gamescience of Gulfport, MS, still wanted to make the die. So he approached the RPGA™ Network, asking its members to create uses for his new dice.

The Network is complying by sponsoring a contest. Zocchi is providing the prizes—24-sided dice will be given to the winners before the dice go on sale at major conventions this summer.

Specifics on the contest are presented at the end of this article.

Zocchi, whose company exhibits at major gaming conventions in the U.S., produces 4-, 6-, 8-, 10-, 12-, 20-, and 100-sided dice.

Zocchi maintains he can make a die with as many sides as he wants. "I was at ORIGINS at Baltimore one year," Zocchi recalls. "I was walking by the Armory booth and I heard someone talking about having a 30-sided die by GEN CON® Game Fair. I went home and got some cardboard. I cut it into all kinds of shapes to make a 30-sided die. I couldn't do it. I went to GEN CON Game Fair, and there was the 30-sided die. I was filled with admiration."

Zocchi thought a 100-sided die would be more marketable, so he began working on one. He started by purchasing several golf balls and counting the dimples to see if a 100-sided die could be made like a golf ball. But most balls have 348 dimples, not a multiple of 100.

Zocchi's determination eventually prevailed, and his 100-sided Zocchihedron hit the market. "I solved it mechanically. It's simple. But it's an industrial secret I don't share. The first time I laid it out I made a 79-sided die. With one minor adjustment I made a 100-sided die. I have made 50-sided dice. Now I want to make a 24-sided die."

Zocchi has made improvements to his 100-sided die to make it more random. The improved die goes on sale this spring.

Zocchi's company has been manufacturing dice for about 10 years. He has turned the work into a science by producing dice he claims are more uniform and more truly random than dice produced by other manufacturers. He explained that some companies take the dice out of the molds, dip them in paint, and then toss them into something similar to a rock polisher. This rounds the edges on all the dice and leaves the paint or ink in the numbers so all the numbers can be clearly read. Zocchi says the tumbling process unevenly shaves material off a die and makes it tend to roll certain numbers more often.

"We ink our dice by hand," he said. "It's labor intensive, but it leaves the edges sharp and crisp, which lets the edges do what they're supposed to do, absorb energy when they roll." Of course, his dice are more expensive than round-edged dice. And since many gamers choose not to spend the extra money Zocchi also stocks cheaper dice from other manufacturers.

Zocchi got his first exposure to gaming when he was stationed with the U.S. Air Force in Japan in 1959. "I saw an ad in a Sears and Roebuck catalog for a Gettysburg game. I wonderd who would want to play The South, The South would have to lose." But Zocchi bought the game and discovered the action in war games didn't necessarily *repeat* history.

Several years later Zocchi became a game tester for Avalon Hill, edited the wargame magazine, *The General*, and created his own game, *Battle of Britain*.

The game was published, shifted hands between game companies, and finally came back to Zocchi, who purchased the company Gamescience and began to create and sell his own games.

Zocchi has interests other than gaming. He is a jazz musician, plays the saw, is a ventriloquist (when his friend Woody is present), and is a stage magician.

Dice Contest Rules

Each entry must consist of a table with 24 items. Anything goes if it is tasteful: treasures, combat tables, random occurences, business inventories, et. al.

A table must fit into one of the following categories: **medieval/historical; fantasy; science fiction; espionage; super hero; horror;** or **humor.**

The contest is open to all Network members, and each member can submit as many tables as he wants. However, each table must be on a separate sheet of paper. It is all right to include several entries in the same envelope. All entries must be typed, double spaced. Computer printouts are acceptable if they can be easily read. All entries become the property of the RPGA Network. The best entries will be published.

The deadline for submitting tables is May 1st, 1990.

The Prizes

There will be up to 100 winners (Zocchi makes lots of dice and we want to give away lots of prizes). So, while multiple entries increase your chances to win, they won't garner you more than one 24-sided die.

In addition, the first, second, and third place winners will receive a "gem" 100-sided Zocchihedron, which is not yet in production. And, the RPGA Network will give the first place winner a year's extension of his or her Network membership, and will give the second and third place winners a six-month extension.

Send all entries to: **Dice Contest, RPGA Network, P.O. Box 515, Lake Geneva, WI, 53147.** ❑

With Great Power

The Great Lakes Avengers

by William Tracy

The MARVEL UNIVERSE™ is ever-expanding, and one such expansion is The Great Lakes Avengers, a lesser-known chapter of the Avengers which watches over the midwest. In addition to the new superheroes listed below, the team also has as members Hawkeye and Mockingbird.

Big Bertha

a.k.a. Ashley Crawford

F	A	S	E	R	I	P
TY	TY	GD	RM	TY	GD	TY
(6)	(6)	(10)	(30)	(6)	(10)	(6)

Health: 52
Karma: 22
Popularity: 1/0 outside the Great Lakes
Resources: RM (30)

Talents: Unknown.

Powers: Alter Ego. Through some as of yet unknown means, model Ashley Crawford is able to increase her body in density and size. As Big Bertha, she has a weight and body size that rivals the Blob. While in this larger form, she has Amazing Body Armor against physical attacks and Good Leaping Ability.

As an established power stunt, Big Bertha can catch bullets or blunt weapons that are thrown at her in the fatty folds of her dense flesh. She can then expand her muscles, causing the caught projectiles to fly back at her assailant. To hit her assailant she must make a successful FEAT roll on the Good column. This attack only does a maximum of Good blunt throwing damage.

Background: Very little is known about Big Bertha's background except that she is a successful model in her Ashley Crawford identity. She has contacts in the fashion world. She has not demonstrated the use of any particular Talents.

Mister Immortal

F	A	S	E	R	I	P
RM	EX	GD	EX	TY	GD	PR
(30)	(20)	(10)	(20)	(6)	(10)	(4)

Health: 80
Karma: 20
Popularity: 1/0 outside the Great Lakes
Resources: Unknown

Talents: Martial Arts B and E, Acrobatics and Tumbling

Powers: Immortality, Unearthly rank.

Berserker, Good rank. This power allows him to add a +1 CS to Fighting and Strength when it is in effect.

Background: Mister Immortal's origin and background are unknown. He is slightly mad and suicidal, not hesitating to take wild risks in a fight.

This unbalanced state of mind is probably caused—at least in part—by his Immortality powers. He is short tempered, and he usually enters a berserk rage when fighting someone who has just "killed" him.

Dinah Soar

F	A	S	E	R	I	P
GD	RM	TY	GD	TY	TY	GD
(10)	(30)	(6)	(10)	(6)	(6)	(10)

Health: 56
Karma: 22
Popularity: 1/0 outside the Great Lakes
Resources: Unknown

Talents Unknown.

Powers: Flight. She can maintain Typical air speed because of her wings.

Sonic Generation, Excellent rank. Her hyper-sonics also can be used to disorient or calm a person.

Background: Dinah Soar's past and origin are a mystery. Her odd physical appearance could indicate that she is a mutant or a non-human. She is not able to communicate verbally.

She seems to have a fondness for Mr. Immortal.

Doorway

F	A	S	E	R	I	P
GD	TY	TY	EX	TY	GD	IN
(10)	(6)	(6)	(20)	(6)	(10)	(40)

Health: 42
Karma: 56
Popularity: 1/0 outside the Great Lakes
Resources: Unknown

Talents: Unknown

Powers: Flight, Feeble rank. He is not able to carry anyone while he flies.

Teleport Others. Doorway can somehow cause his body to become a gateway between two points in space. Only normal-sized living beings can move through Doorway to use him as a teleportation gateway. When he is in his gateway form he only can be harmed by mystic, mental, and energy attacks. He cannot move or take any other actions while people are using him as a teleportal. This ability has a Remarkable rank power.

Background: Unknown

Flatman

F	A	S	E	R	I	P
TY	GD	TY	EX	EX	GD	GD
(6)	(10)	(6)	(20)	(20)	(10)	(10)

Health: 42
Karma: 40
Popularity: 1/0 outside the Great Lakes
Resources: Unknown

Talents: Unknown.

Powers: Enlongation, Unearthly rank.

Plasticity, Remarkable rank.

Body Armor, Remarkable protection against physical attacks.

Duo-Dimension, Remarkable rank. Flatman truly is flat.

Background: Flatman is the Deputy Leader of the Great Lakes Avengers. Nothing else is known about the hero. ❑

The Caves of Confection

An adventure for 6 D&D® game or AD&D® game characters, levels 1–3

Illustration by James Holloway

by Rick Reid

Notes for the DM

This lighthearted adventure is designed for six 1st–3rd level Basic D&D® game characters. Statistics for AD&D® game monsters also are provided for DMs who wish to run this adventure as an AD&D game scenario; AD&D game statistics appear in shaded areas.

At the beginning of the adventure, it is assumed the PCs will come to the Keep at Ongoin, intending to rest and buy provisions. However, you should feel free to concoct another reason for the PCs to go there if it suits your needs better.

Introduction

Even the most stalwart band of adventurers must stop sometimes for rest and provisioning, and according to your maps, the nearest city is the Keep at Ongoin.

The Keep at Ongoin is much like every other heavily fortified city that you have encountered in your travels. The standard high, thick stone walls surround the town, and the only entrance is a pair of barred wooden gates.

Following standard procedure, you approach the gates and shout for entrance. After a wait of several minutes, you shout again. Still no response. Getting impatient, you dismount and bang on the gates. Almost immediately, a muffled voice from the other side replies, "What's the password?"

Part 1: Keep Ongoin

After the PCs have taken several guesses at the password, another muffled voice responds, "Try 'Pancake.' " If someone in the party replies "Pancake," both gates swing open revealing an empty cobblestone street leading into the center of town. If the PCs pass through the gates, they are set upon by a mob of villagers shouting "Sweets! Sweets! Give us your sweets!" A mob of more than 200 rush from their hiding places behind the open gates, swarm over the PCs, pull them from their horses, and rip through their packs and clothing.

Villagers (207): AC 9; HD 1; hp 3 each; MV 120'(40'); #AT 1; D special; Save as Normal Human; ML 6; AL N; XP 5 each; SA hit indicates grab and hold until victim makes an open doors roll, if three or more villagers hold a victim he is pulled down.

AC 10; HD 1; MV 12; #AT 1; Dmg pummel/wrestle; THAC0 20; Int Ave. (8-10); SZ M; AL NG (but crazed); XP 15 each

After several minutes of this mayhem, a shrill whistle blows and a troop of guards rushes into the melee, pulling the villagers off the characters and berating them: "Leave them alone; they're tourists!" When the guards have succeeded in disentangling the last villager from the ruckus, a portly gentleman with a long, curling white mustache approaches the party. Turning to the villagers, now shuffling around with downcast eyes and guilty looks on their faces, he says, "Is this any way to treat guests? I'm ashamed of you! Now I want you to apologize to these nice people right now!" Several of the villagers mumble insincere apologies while the guards help the PCs up, dust off their clothing, and help them gather up their belongings. While this is going on, the villagers slink away, occasionally giving the PCs a hungry glance.

When order has been restored, the portly gentleman introduces himself as Farfel, mayor of Ongoin, and apologizes to the group for the actions of the townspeople. Then with a wistful look in his eyes, he asks, "Ah, you don't happen to have any gumdrops, do you?"

When the party has replied in the negative, the mayor gives a loud sigh and says:

"Ah, I thought not. Oh well. Please, let me escort you into town while I try to explain the behavior of the townspeople. You see, for years Ongoin has had the reputation of providing the finest sweets, candies, and desserts in the realm. In fact, the king himself would not think of using any other peppermint candy for his indigestion but that which we manufacture. But now that has all changed. You see, we obtain the raw materials for our creations from a series of most wonderful caverns to the north of town. Within these caverns—dubbed the Caves of Confection by the locals—run veins of pure rock sugar, bubbling pools of caramel, and natural springs of chocolate sauce.

"Needless to say, with such a treasure at our disposal, it was only natural that our village should base its economy on the creation of sweets. But several days ago, a group of sugar miners came running back into town with stories of horrible creatures that had taken up residence in the caverns. A battalion of guards was sent to investigate, but never returned. I had no choice but to post the mines off-limits, even though it meant the death of our industry. The villagers, raised on a diet of sugary treats, were driven half-mad by the absence of their accustomed diet and took to rioting and worse things. In desperation, I sent away for a wagonload of sugar from the closest village. But it, along with another wagon of kitchen utensils, never arrived. Attempts were made to provide substitutes, hoping our customers would not notice the difference. But as you can see the results were less than successful."

With this statement, the mayor points out several shops advertising such things as: "Salt Cakes," "Vinegar Buns," "Mustard Pies," "Brine-filled BonBons," "Fish Balls," and "Meat Wafers." All the shops have a large closed sign in front.

"To make matters worse," the mayor continues, "This is the year my wife is to host the annual Mayors' Wives' Tea Party for all the mayors' wives in the area. Without any teacakes or lady fingers for the guests, her party will be the social disaster of the year.

"But, this is not your problem. Unless, of course, you want to take on the job of cleaning out the caverns—for which you will receive a handsome reward and the undying gratitude of the townspeople, not to mention my wife. Well, what do you say?"

If the characters agree to take on this task, the mayor shows them the road leading north from town to the caverns. If they wish to obtain further provisions, a trader's shop contains all basic equipment at twice book price.

Part II: The Caves of Confection

A. The Entrance

After a journey of about a half hour, through rocky terrain dotted with growths of thick shrubbery, you approach the face of a towering cliff. At the cliff's base is a dark, roughly circular entrance about 12 feet in diameter. Two vaguely humanoid figures stand to either side of the entrance, barely concealed by scraggly bushes. An overpoweringly sweet smell fills the air.

As the PCs approach the entrance, they see that the figures are nothing more than wooden cutouts, painted to resemble fierce goblins, and propped up against the cliff. They will also see, directly above the entrance, a crudely-painted wooden sign reading "Cave of Good Eats—Monsters Welcome—Humans Go Home." Looking into the entrance, the characters see a 12-foot by 12-foot cave extending 30 feet north and ending in a "T" intersection. Walls, floors, and ceiling are hard and rocky. Closer examination reveals a sprinkling of sugar covering the cavern floor.

B. Equipment

Approximately 10 feet into the cavern, a series of two dozen spikes are driven into the west wall at eye level. Twelve battered metal helmets and 12 lanterns hang from the spikes.

The helmets were worn by the sugar miners as protection in the event of falling rock candy. They are painted with names such as "Stinky," "Shorty," "Waffle-ears," and "Fred." The lanterns are filled with oil and still usable.

C. Billy

After a distance of 40 feet, the cavern takes a bend to the east. As you approach the bend, you hear a loud slurping noise coming from around the corner.

Sitting on the cave floor, sucking on a piece of rock candy is a young boy with red hair and freckles. When the boy notices the party, he hides his candy

and tells them to "Get your own." If the young lad is questioned nicely or bribed, he reveals that his name is Billy and he lives with his Grandpa in Ongoin. He tells the PCs that he was tired of not having any candy, so he snuck away and came to the mine to get some.

Billy got his candy from the rock sugar veins directly ahead. He brags to the PCs that he snuck past all the monsters working in the mine and grabbed a piece off the floor without being noticed. If asked about the number of creatures in the mine, he puffs up his chest and says, "Oh, about a hundred."

If Billy is threatened, grabbed, or told to go home, he starts yelling, "Ow! Ow! Ow!" in a loud voice and tries to run away. The ensuing commotion is sure to bring the mine workers from the sugar mines **(area E)** to investigate. If Billy is left alone, he follows the party for awhile, then wanders off.

Billy: AC 10; HD ½; hp 2; MV 120'(40'); #AT 1; D 1 (kick or bite); Save as Normal Human; ML 6; AL N; XP 5

AC 10; HD ½; hp 2; MV 12; #AT 1; Dmg pummel; THAC0 20; Int Ave. (8-10); SZ M; AL N(G); XP 15

D. Chocolate Stream

After several feet, the passage branches off to the north and continues east. From the east passage you pick up faint sounds of digging, picks banging, and occasional voices. To the north, you detect a sweet, but faint, odor.

If the PCs take the north passage, read the following:

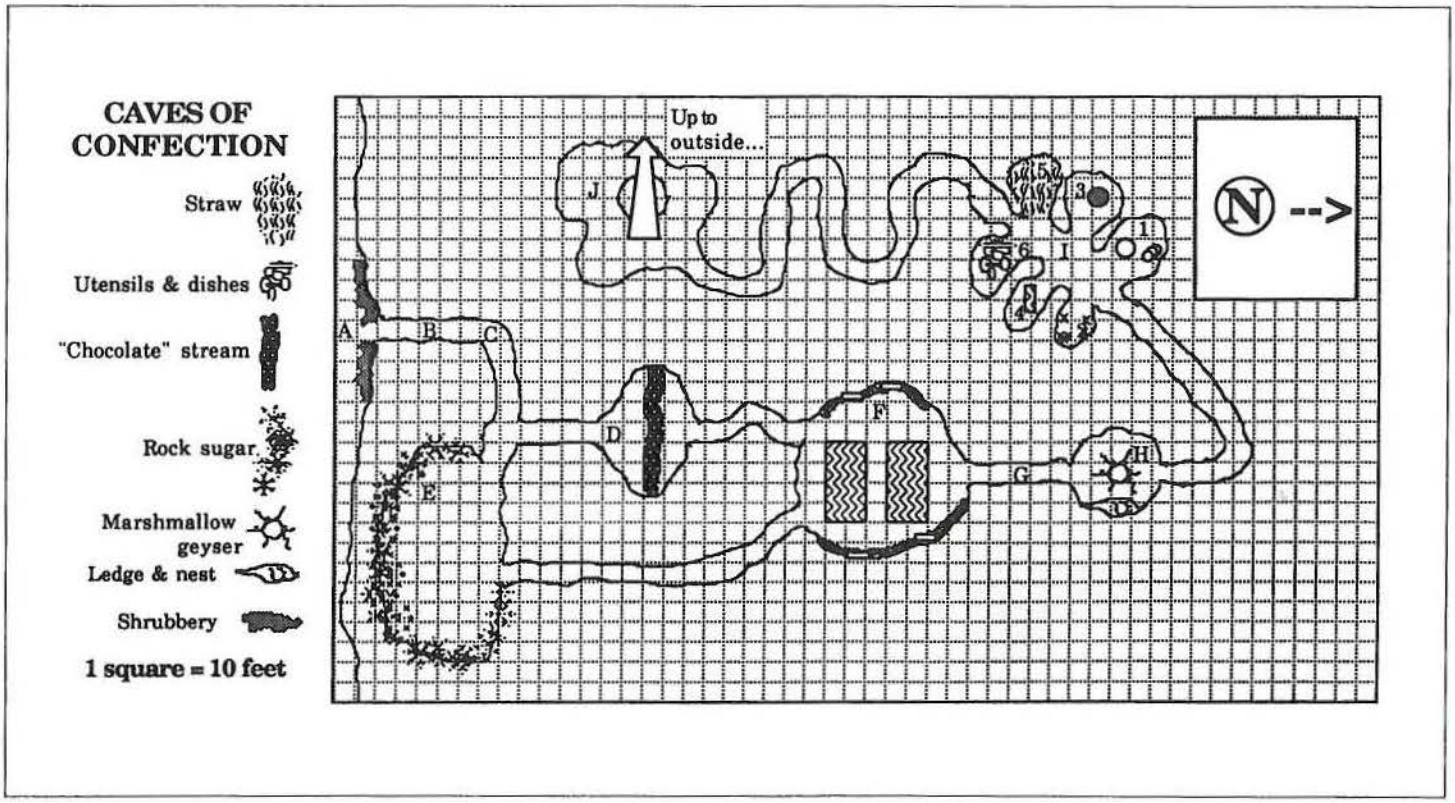
A thick, cloying odor of chocolate wafts from the entrance of this chamber. Inside the 40-foot diameter room, an 8-foot wide stream of thick, brown fluid flows sluggishly from an opening in the east wall, runs across the chamber, and disappears into a similar opening in the west wall. Several buckets and ladles lie on the floor. Propped up against the south wall are 12 humanoid figures, apparently composed of the same brown material, wrapped in red bows. Across from the stream, there is an opening in the north wall.

The stream, which only runs to a depth of three feet at this particular spot, is not actually chocolate, but is composed of run-off from the sugar mines mixed with naturally-occuring subterranian vegetation and minerals giving it the taste, appearance, and texture of real chocolate. The 12 figures are the original guards sent to investigate the disturbance at the mine. They were captured and dipped alive in the chocolate. Examining the figures reveals a small tag on each one reading: "To Our Master, Twink—Eat In Good Health."

E. Sugar Mine

The passage opens into a huge cavernous area, almost 120 feet in diameter. The rough rock walls are impregnated with thick veins of a clear crystaline substance with a very sweet odor. A dozen large, hairy, dog-faced creatures work the veins with picks and shovels, and load the debris into wheelbarrows. The the biggest creature wheels the wheelbarrows out an opening in the north wall.

Until the party takes some action, the creatures (gnolls) will not be aware of their presence. The sound of digging



and picking echoes loudly throughout this chamber and mixes with the gnolls' cursing and grunting. The gnolls are mining the rock sugar for the Snack Dragon, and their fear of his anger is the only thing that keeps them working.

If the party moves to attack, the gnolls reciprocate, swinging their picks and shovels. If the gnolls lose more than half their number, one gnoll throws down his pick, and in crude Common cries out, "That's it! We don't have to put up with this! Come on, we're going on strike!" With that, the other gnolls toss down their weapons and follow their leader out the chamber and to the cave entrance.

Any gnolls that are captured and questioned reveal that the boss of the caves is a "big lizard that eats like a pig." The only reason they are working is that he threatened to eat them if they didn't keep his appetite satisfied. If the party asks directions to the big boss, the gnolls gesture in the direction of the north passage. There are three wheelbarrows, six picks, six shovels, and a lot of rock sugar in the room.

Gnolls (12): AC 5; HD 2; hp 15, 13, 3@12, 10 2@9, 6, 2@5, 4; MV 90'(30'); #AT 1; D 2-7; Save as Fighter 2; ML 8; AL C; XP 20 each

> AC 5; HD 2; hp 15, 13, 3@12, 10, 2@9, 6, 2@5, 4; MV 9; #AT 1; Dmg 2-7; THAC0 19; Int Low (5-7); SZ L; AL CE; XP 35 each

F. Kitchen of Doom

> A blast of intense heat eminates from this room, accompanied by clanging and banging sounds.

This 80-foot diameter room was used as a bakery, with heat provided by naturally occuring veins of magma which flow along the walls. Several large iron doors were built into the walls, and the items to be baked were placed into cavities behind the doors and heated by the magma. Two 40-foot long and 20-foot wide wooden tables, covered with bowls, spoons, and baking pans, are situated in the center of the room.

The room is currently occupied by eight bakery zombies wearing white hats and aprons reading "Kiss the Cook." As they are able to work 24 hours a day and can withstand the intense heat, the Snack Dragon **(area J)** has programmed them to bake treats to satisfy his voracious appetite. Raw materials from the sugar mines **(area E)**, the chocolate stream **(area D)**, the marshmallow geyser **(area H)**, and the orc rooms **(area I)**, are delivered here to be baked into desserts and goodies. The zombies ignore the PCs unless they interrupt them from their current task of baking dozens of gingerbread orcs (cookies). If attacked, they reciprocate by flinging batter, pans, bowls, and hot cookies.

On one of the tables is a thick leather-bound tome entitled *Cook Book of the Dead.* It contains instructions for summoning a Sweet Tooth Demon, a large dessert. Anyone attempting to read from the book will find his hand permanently stuck to the pages. Victims cannot put down the volume until they have gathered all the ingredients listed in the recipe (over 2,000 obscure spices and condiments) and mixed them according to instructions.

Zombies (8): AC 8; HD 2; hp 16, 2@14, 9, 2@8, 6, 4; MV 90'(30'); #AT 1; D 1-8 (claw) or 1-4 (hurled object); Save as Fighter 1; ML 12; AL X; XP 20 each; SA always lose initiative; SD immune to *sleep* and *charm* spells.

> AC 8; HD 2; MV 6; #AT 1; Dmg 1-8 (claw) or 1-4 (thrown object); THAC0 19; Int Non- (0); SZ M; AL N; XP 65 each; SA always lose inititive; SD immune to *sleep, charm, hold, death magic,* poisons, and cold, holy water inflicts 2-8 points damage

G. Gramps

> A bobbing yellow light can be seen in the north passage. The light seems to be moving in your direction, but before you can take any action, the stillness is shattered by a gravelly voice yelling, "Billy! Billy!"

The voice belongs to Billy's **(area C)** grandfather, who is looking for the wayward lad. He carries a thick cane in one hand and a lantern in the other. His eyesight is very poor, and if approached by the PCs, he lashes out at them with his cane, mistaking them for monsters.

Gramps' hearing is just as bad as his eyesight. He carries an earhorn tucked in his belt, which he uses only if reminded of its presence. Anything the PCs say to Gramps is likely to be interpreted as an insult. If the party is able to relay to Gramps who they are and the nature of their intentions, he starts in on one of his long-winded stories of his own youth when he was an adventurer, punctuating his tale by grabbing one of the PC's swords and swinging it wildly around his head.

If the group can convince Gramps that they have indeed seen Billy and have a general idea as to his whereabouts, Gramps continues south, shouting and banging on the walls with his cane.

Gramps: AC 10; HD ½; hp 2; MV 90'(30'); #AT 1; D 1-4 (cane); Normal Human; ML 6; AL N; XP 5

> AC 10; HD ½; hp 2; MV 9; #AT 1; Dmg 1-4 (cane); THAC0 20; Int Ave. (8-10); SZ M; AL N(G); XP 15

H. Marshmallow Fluff

> The walls, floor and ceiling of this 40-foot diameter cavern are covered with a thick, gooey white substance. There is a 12-inch diameter hole in the center of the floor and an exit directly across the chamber in the north wall. A 6-foot wide stone ledge jutts from the east wall, about 12 feet above the ground.
>
> A large pile of sticks and small rocks sits on the ledge; it resembles a nest of some type. An undistinguishable lump squats in the nest's center. The entire affair is covered with the gooey white substance.

The PCs are in the cavern containing the marshmallow geyser. Thick veins of sugar, heated by bubbling underground pools, simmer under the surface until their consistancy is that of thick marshmallow. Periodically, the bubbling mass erupts from the hole in the floor, spraying the room and its contents with a thick coating of marshmallow.

The lump in the nest is a marshmallow harpy, which has grown quite fond of the taste of marshmallow. She attempts to lure the characters into the room with her song. If she is successful, she waits for the geyser to erupt and coat her hapless victims in marshmallow, rendering them immobile. She can then eat them at her leisure.

Once the PCs have entered the room, check each round for an eruption. A 1 or 2 on 1d6 means the geyser has erupted,

and anyone caught in the room must save vs. paralysis or be rendered immobile. Even if the save is successful, the character's movement and attacks are cut by half. The harpy is immune to the effects of the geyser, and will only leave her nest to attack in the event that the majority of the group is rendered immobile, or if they try to leave the room.

If the harpy is defeated, the characters can search her nest. Inside are 36 sticky gold pieces, a bib with a picture of a lobster on the front (new magic item), a vial of clear liquid (new magic item), and a toothbrush.

Marshmallow Harpy: AC 7; HD 3*; hp 21; MV 60'(20')/flying 150'/50'; #AT 2 claws, 1 weapon, + special; D 1-4/1-4/1-6; Save as Fighter 6; ML 7; AL C; XP 50; SA song causes saving throw vs. spell or victim is *charmed.*

> AC 7; HD 7; hp 21; MV 6, Fl 15 (C); #AT 3; Dmg 1-3/1-3/1-6; THAC0 13; Int Low (5-7); SZ M; AL CE; XP 1400; SA can sing in combat, song casues saving throw vs. spell or victim is *charmed—charmed* victims immediately proceed toward the harpy and allow themselves to be slain, the *charm* lasts until the song stops, touch causes save vs. spell or victim is *charmed* for 20 + 1d10 hours, the *charm* is broken when the harpy is slain.

New Magic Items

Bib of Good Eating: When worn, the wearer is compelled to eat only good, nutritious meals, forsaking any snacks or sweets. A sucessful save vs. spell negates the *bib's* effects.

Potion of Appetite Control: Anyone imbibing this clear, colorless, liquid will experience an immediate feeling of fullness for a period of 13-24 hours (1d12 + 12), and has no desire for food during that time.

I. Jinsu Orcs

> After a distance of several feet, the northern passage curves toward the west. The western passage is littered with butter knives, forks, and soup spoons. Ahead you notice several openings carved into the north and south walls.

The openings lead into the rooms of a tribe of jinsu orcs. If the party stops to investigate the silverware, or passes by the openings, the orcs pour out of the rooms and attempt to capture and subdue them. The orcs, employed as guards, waiters, cooks, and dishwashers by the Snack Dragon **(area J)**, are armored in pots, pans, and roast platters and brandish meat grinders, potato peelers, cheese graters, egg beaters, and apple corers as weapons (plunder from the wagons bound for Ongoin). The orcs attempt to overwhelm the PCs and capture them alive to present to the snack dragon. During the fighting, the orcs continually call for the PCs to surrender. Because of the overwhelming number of orcs, the PCs should be encouraged to do so.

Rooms

All the rooms are roughly 12-feet square and contain the following:

1. A huge tub of soapy water and a tall pile of dirty dishes. Six orcs are washing dishes in here.

2. Numerous bags of flour, spices, herbs and seasonings. Several barrels contain vinegar, vanilla extract, sugar water, and maple syrup.

3. A large fire pit dug into the center of the room is filled with burning wood. Above the fire is an iron caldron being stirred by two orcs in white aprons. The orcs are boiling refined rock sugar to make caramel.

4. A long wooden table piled high with various types of cookbooks. Six orcs are pouring over the books, jotting down notes and recipes.

5. The entire floor of this room is layered with straw. Twelve orcs are lying on the floor, resting from their duties. Each orc is alternately polishing his weapon and licking a cinnamon stick.

6. This room is piled high with a jumble of cooking utensils, kitchen implements and dinnerware. Six orcs are attempting to make some sort of order out of the shambles.

Jinsu Orcs (36): AC 6; HD 1; hp 5 each; MV 120'(40'); #AT 1; D 1-6; Save as Fighter 1; ML 6; AL C; XP 10 each

> AC 6; HD 1; hp 5 each; MV 9; #AT 1; Dmg 1-6; THAC0 19; Int Ave. (8-10); SZ M; AL LE; XP 15 each

J. Lair of the Snack Dragon

> As you are lead down the twisting passage, a loud roar of "FOOOOOD!" reverberates down the corridor from ahead. The orcs, now visibly shaken, hurry you along through an archway set into the stone wall.
>
> Sitting on an immense pile of dirty dishes, frosting bowls, non-returnable bottles, wrappers, cake plates, pie pans, cookie tins, and candy molds is a large cotton-candy pink dragon. The dragon's chocolate-smeared jaws are firmly wrapped around the protruding stick of an all-day sucker. Rows of sugar donuts ring his twin horns and his long spiked tail is curled protectively around a pot of jellybeans. A severely-stained bib is tied around his thin neck, absorbing the frequent dribble of drool that leaks from the corner of his mouth. Above the dragon, a large opening in the ceiling allows the moonlight to sparkle off his sugar-coated scales.
>
> The dragon looks you up and down with a hungry eye, removes the sucker from his mouth, waves at the orcs, and issues a command, "Prepare the kitchens! I have a recipe for carmel-covered adventurers dipped in toasted almonds that I'm dying to try!"
>
> At this command, the orcs exit the room, leaving you to face the dragon. With the same hungry gleam in his eye, the dragon address you.
>
> "I suppose good manners dictate that I should introduce myself before I eat you. I am Twink, a very rare snack dragon. Most of my race, unfortunately, died out because they could not find enough sweets to sustain them. We have quite a voracious appetite, you know. But lucky me! I came across this wonderous cave in my travels. It contains enough sweets to sustain me for years. Isn't that wonderful!"

At this point, if the PCs take no action against the dragon, he starts poking them with his sucker stick to see if they are "juicy" enough. The characters must try to defeat Twink before the orcs return in six turns to bake them. Twink is very intelligent (but greedy) and not easily tricked, nor will an out-and-out attack be likely to succeed. One possible solution would be to get him to use either of the magic items found in area H,

causing him to lose his appetite or desire for sweets and possibly vacate the cave.

If the PCs attack Twink, he uses his breath weapon in an attempt to encase them in a tough candy shell. A strength of 18 or better is needed to break out of the shell. Twink does have one weak spot, his stomach. There is a 5% chance that any successful attack will hit his stomach, causing him to double over in pain for 1d6 rounds.

Snack Dragon (Twink): AC 3; HD 6**; hp 40; MV 90'(30')/flying 240'(80'); #AT 2 claws, 1 bite or breath weapon; D 1-6,1-6/3-24; Save as Fighter 6; ML 8; AL N; XP 725; SA breath weapon usable 3x/day, cone of candy coating 2' wide at mouth, 80' long, and 30' wide at end, victims must save vs. breath or be coated and immobilized for 2d12 turns, 18 strength to break out.

AC 3; HD 6; hp 40; MV 9, Fl 24 (C); #AT 3; Dmg 1-6 + 1/1-6 + 1/3-24 + 1; THAC0 15; Int Ave. (8-10); SZ L; AL N(E); XP 1400; SA breath weapon 3/day, cone of candy coating 2' wide at mouth, 80' long, and 30' wide at end, victims must save vs. breath or be coated and immobilized for 2d12 turns, feat of strength to break out.

If the characters manage to defeat the snack dragon, or convince him to let them escape, they can climb up the pile of trash and exit out the hole in the ceiling (this is how Twink entered). Once out of the hole, the PCs can circle around to the front of the cave and the road back to town.

Part III: The Reward

When the party returns to the village, the mayor meets them to listen to their story. Unless the PCs have defeated the snack dragon, or banished him from the caves, they are not eligible for their reward. If the PCs were successful, the mayor rings the town bell, calling the villagers to assemble. He relates their story to the townspeople, highly praising the PCs' bravery. When he gets to the part of the story where the PCs defeated the dragon and freed the caves, the villagers shout, "Sweets! Sweets!" and bolt for the caves, trampling the mayor and the PCs. After apologizing to the party, the mayor invites them to a banquet to be held in their honor the following evening when the villagers have "calmed down."

The banquet is a rousing success, consisting of every sort of delicacy imaginable. And just when you think you could not eat another bite, the mayor taps his spoon on his wine glass and calls for "dessert." As you gape in astonishment, six carts draped in fine linen are wheeled out in front of you. The coverings are whipped off with a flourish, revealing life-size peanut-butter fudge statues of your party.

"Dig in!" the mayor beams, "They're all yours!" With weak smiles you reach for a piece of ear. Seeing your disappointed looks, the mayor gives a chuckle and nudges you with his elbow, "I think you'll like the filling the best," he whispers, "Gold coin I think the cook said it was!"

The DM is free to assign whatever monetary reward he thinks is reasonable for his campaign; 200–500 gp for each character is a good rule of thumb.

❑

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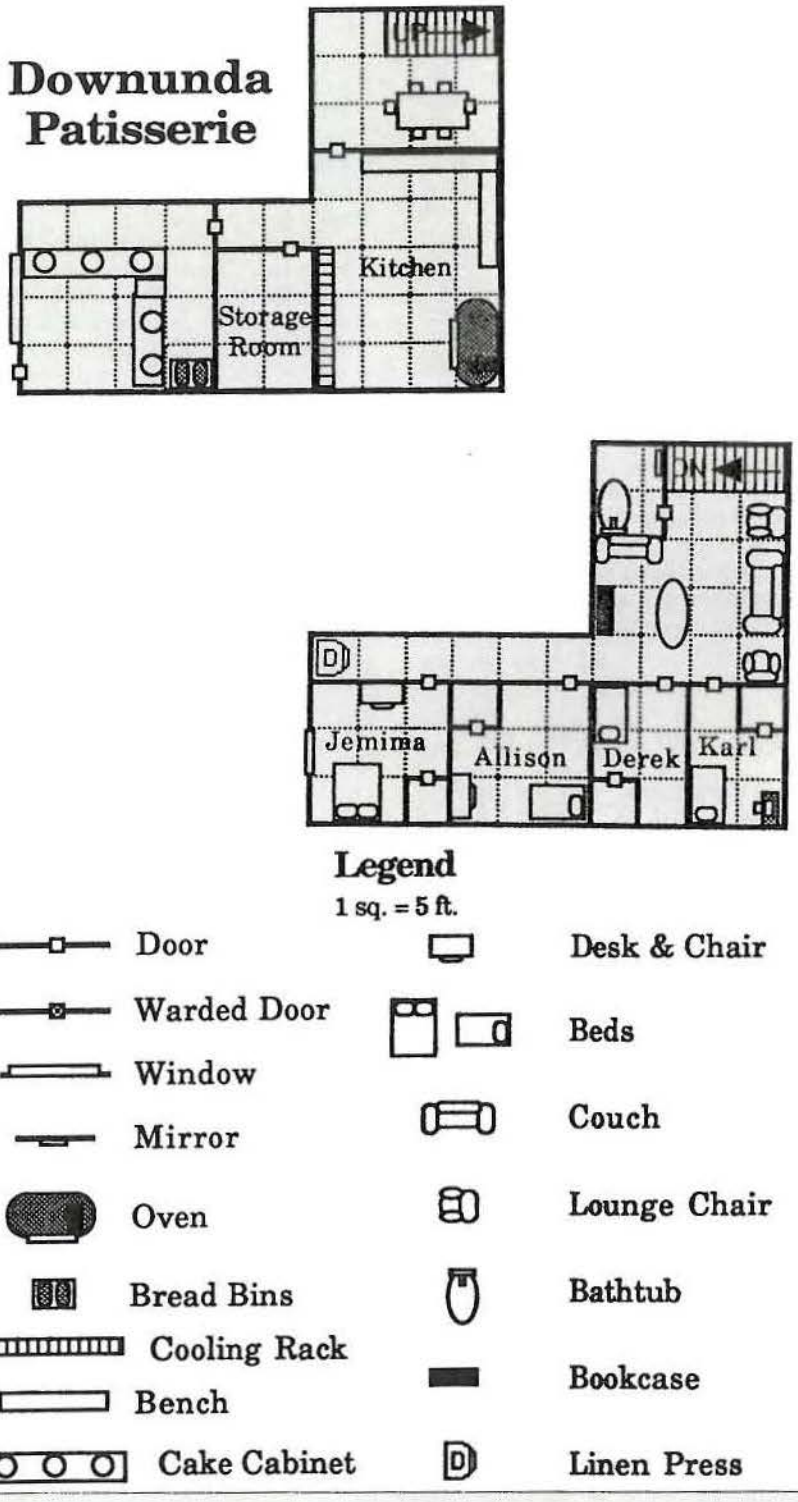
The Living City

The Downunda Patisserie



by Wes Nicholson

The Downunda Patisserie is found in the middle class business district of Ravens Bluff, nearer the upper class area than the poor quarter. The proprietor is Jemima Chisolm, a middle-aged widow whose culinary skills are fast becoming a legend. Jemima lives above the shop with her three children, Derek, Allison, and Karl. Derek and Allison help out around the shop, but Karl isn't old enough to be trusted with all the sweet temptations.

The shop specializes in fine cakes for any occasion, as well as smaller cakes and fresh bread. People go to great effort to buy one of Jemima's cheese loaves fresh from the oven, and there are never any left by 9:15 in the morning. Other products are not as popular, but are still gobbled up.

Jemima is affectionately known as "Mother Hubbard" to the local populace because her shelves are always bare by closing time.

There are three sections to the shop. The front section is open to the public and has large glass cases where all the day's offerings are displayed. The back of the shop is divided into a kitchen and preparation area, and is near a storage room where all the ingredients for Jemima's delicacies are kept. This room is protected by a *glyph of warding* which a friendly cleric provided in lieu of payment for a birthday cake for her bishop. Those breaking into the storage room must save vs. spells or be *charmed*, as if they were under a *charm person* spell. Charmed individuals go straight to the Ravens Bluff chief constable and turn themselves in for their crime. Jemima and Derek know the key to the glyph.

Many wealthy residents of Ravens Bluff have special-occasion cakes prepared by Jemima rather than by their own staff, and this has provided Jemima with enough money to send Karl to school. Derek and Allison missed out on formal schooling, but both are wise beyond their years.

The only magic item in the shop is the oven, which adjusts itself automatically so that every cake and every loaf come out perfect. The oven was a gift from a wizard for whom Jemima expertly

cooked an anniversary cake such as Ravens Bluff had never seen, and will never see again. Never to cook another cake like it was part of the deal for the oven.

The following items are in the shop every morning:

Bread	
Cheese loaves (always gone by (9:15)	1gp
Wholemeal loaves	7sp
Kibble loaves	10sp
Small cakes	
Fruit slice (cherry, apple, apricot)	2sp
Cup cakes	1sp
Cream puffs	3sp
Rock cakes (especially for dwarves)	1sp
Mini sponge (especially for elves)	2sp
Large cakes	
Banana and walnut (in season)	1gp
Orange, Chocolate	15sp
with cream	1gp
Black forest	30sp

When the mood takes her, Jemima makes a batch of something special, such as: rock cake with dwarf spirit icing (3 gp) or sponge cake with essence of pine (3 gp). These specials never last on the shelves for more than one hour.

In addition, special orders are accepted, the price ranging from 10 gp to whatever the customer can afford.

As the shop is frequented by people from all over town, Jemima gets to hear much about what is going on. She is not a gossip, but she is a mine of information—if her customers can get her to talk.

All races are welcome in the Downunda Patisserie, but Jemima and the children keep a careful eye on all halflings who enter. Halflings are treated politely and are given personal attention for the entire time they are in the shop; that is because Jemima doesn't want the halflings to become overly tempted by her wares and empty the shelves' contents into their pockets when she isn't watching.

For reasons unknown, Jemima is not very well disposed toward adventurers, and anyone recognised as an adventurer will be served politely, but quickly, and gotten out of the shop.

Jemima Chisolm

0 Level Female Human

STR: 12
INT: 15
WIS: 16
DEX: 12
CON: 13
CHR: 17
COM: 13 (16 to men over 40)

AC Normal: 10
AC Rear: 10
Hit Points: 4
Alignment: Neutral Good
Weapon Proficiencies: None
Special Abilities: Cooking
Languages: Common, Elvish, Dwarvish, Halfling

Jemima is 39 years old, 5'4" tall, and weighs 129 pounds. She has bright blue eyes which are always twinkling and strawberry blond hair that is going slightly gray. She came to Ravens Bluff with her three children a few years ago. The only item they brought with them was a gem which Jemima used to buy the shop. No one knows where she came from or why, and anyone rude enough to ask will be given the cold shoulder. She does not speak of her dead husband. Apart from this, she is a bright, friendly person who has a kind word for everyone except adventurers. She is well known in the poor quarter, which is surprising since poor people cannot afford her wares. Perhaps the rumors that she often cooks a few extra batches of cakes and sends them to the poor quarter are true. Jemima loves her three children and will do anything to protect them from "undesirable types." Derek and Allison are kept as busy as possible to prevent any silly notions of running away to become adventurers. Karl goes to school, and Jemima has high hopes that he will become a cloistered cleric when he is old enough.

Jemima's cooking is her only other interest in life, and she keeps the family well fed. The children are rationed to three small cakes a week so they don't get fat.

Derek Chisolm

0 Level Male Human

STR: 15
INT: 12
WIS: 13
DEX: 16
CON: 16
CHA: 13
COM: 15

AC Normal: 8
AC Rear: 10
Hit Points: 6
Alignment: Neutral Good
Weapon Proficiencies: None
Special abilities: None
Languages: Common, Halfling

Derek is 19 years old, 6'4" tall, and weighs 197 pounds. He has his mother's eyes and jet black hair. He is the eldest child and has had to be the man of the house since the family arrived in town. He doesn't mind this responsibility since it gives him a sense of purpose. He is happy with his life and is devoted to his mother and siblings. Derek spoils Karl at every opportunity. He also does his best to head off any young man trying to see his kid sister. In Derek's eyes, no man is good enough for her and none ever will be. He is aware of his mother's fear that he will leave for a life of adventuring, but he has no such intention.

Allison Chisolm

0 Level Female Human

STR: 12
INT: 17
WIS: 13
DEX: 17
CON: 12
CHA: 17
COM: 18 (20 to men under age 25)

AC Normal: 7
AC Rear: 19
Hit Points: 3
Alignment: Chaotic Good
Weapon proficiencies: None
Special abilities: None (yet)
Languages: Common, Elvish, Dwarvish, Halfling

Allison is 17 years old, 5'2" tall, and weighs 111 pounds. She has bright blue eyes and fiery red hair. Allison is stunningly beautiful and she knows it, but she is not snobbish about it. She loves her family, but craves adventure, especially with attractive young men. Allison does not have a mean bone in her body and is friendly to everyone she meets. It is likely she will sneak away and join a band of young adventurers. Magic fascinates her, but with the "right" teaching, she would make an accomplished thief. Like Derek, Allison spoils her younger brother. Allison is the only family member who will speak of her father, but only if no other family members are present and she is sure the story will go no further.

Arvend Chisolm was a mercenary who got drunk once too often and killed a noble by mistake. He was executed, and

Continued on page 31

Do You Speak Togo?

A Language for Oriental Fantasy

by Thomas Kane

Kawamiya-Josef fingered the one token that remained of his life as a gajin—an iron manacle on his wrist. He sipped his tea and watched the two bounty hunters experiment with ways of sitting on the goza straw mats. One grim slaver squatted like a dog; the other was trying to stretch both legs straight out and lift his torso with his hands.

Kawamiya-Josef's laced mail flexed into supple curves as he bowed to his daimyo. Neither of the two Westerners bent, although the squatting, bearded one extended his hand, perhaps expecting the daimyo to shake it. Then he glared at Kawamiya-Josef. "You can't translate for us, you son of an otyugh. You're our runaway! Get someone else. You'll lie right and left."

Kawamyia-Josef told his lord what the bounty hunters had said. The copper *ring of truth* he wore forced him to be honest. He saw the daimyo's slight nod, and that one movement both instructed him to continue translating and indicated severe displeasure with the guests.

The bearded slaver put his hands on his hips. "Very well, you know what we came for. Say: 'Joe—yeah, I mean you—is our thrall, and we want him back. He rows in our galley.' Say: 'Have someone else translate, and we'll make a deal.' "

Kawamiya-Josef pondered on ways to translate that. Requests and proposals were difficult to express in Kozakuran because it was insulting to demand things directly. Both slave-catchers gazed hungrily at Kawamiya-Josef. He waited several minutes, and then translated their remarks into the euphemisms and ornate evasions of Oriental tongues.

"That's not what I said! Completely different words. You little cheat. I know what you're saying. I can talk to these squinty-eyed people, I've been learning their language, and when we pay our little visit to the whipster, I'm gonna tell him about every single lie you spat." Then the slaver spoke in a mangled version of Kozakuran, using ungrammatical words, which could approximately mean, "King. You hire scum-slave servants to translate. Do what I tell you. We work together, you and I. I grasp your blade in token of friendship."

The daimyo's face remained passionless as he avenged the insult. He drew his katana, swept it through the air and sheathed it again, all in one fluid motion. A head tumbled to the floor. The living bounty hunter scrambled backwards, shredding the straw seat in his frenzy. "Josef! Josef, I'm not with him. Joe, old buddy, friend, you can talk East-talk, please, tell that guy we didn't mean it." Kawamiya-Josef smiled and said nothing.

GMs of western fantasy campaigns often include runes or words from Middle English in their worlds, so GMs of oriental campaigns might use bits of Eastern languages. Authentic names and phrases evoke the spirit of the Orient, and when gajin characters visit oriental lands, languages become especially important. The tongue described here is a fantasy language, based on Japanese, but including several Chinese words and rhetorical customs. Some Japanese grammatical rules have been simplified, so that Occidental GMs and players can understand easily. This also makes the language adaptable to all oriental campaigns. GMs can alter this language to reproduce the language of a specific country. For example, in the AD&D® game world of Kara-Tur, Kozakura and Wa would speak pure Japanese, Shou Lung and Tu Lung would use Chinese, and the universal Trade Tongue would combine both. This oriental tongue is called "Togo," a word which means "Eastern-Language." It can add atmosphere to Bushido, AD&D game Oriental Adventures or any other oriental fantasy game.

Togo can be especially useful when gajin PCs are struggling to learn an oriental language. You can insert seemingly trivial oriental words into the adventure, and then give western PCs a written oriental document to see how much they remember. Perhaps they could find oriental directions for using a magic machine or a written description of a cleverly trapped dungeon.

Pronunciation

Since orientals write in pictograms, as opposed to a phonetic alphabet, their words can be hard to render into Roman letters. Therefore, several rules govern oriental pronunciation. Most consonants sound the same in oriental tongues as in English. Pronounce oriental vowels like Italian ones—the "A" as in "car," the "E" as in "bed," the "I" as in "medium," the "O" as in "no," and the "U" as in "fluke." Some letters are "long" and should be enunciated for twice as much time as the shorter ones. This is indicated here by doubling the letter. Remember to prolong these sounds, not stutter them. "kk" sounds like "cuhhh," no "ke-ke." "oo" is pronounced "ohh," not "ouu." Obviously, long letters sound confusingly like short ones, but the distinction matters. A "jooro" is a watering pot, but a "joroo" is a legal prostitute. "Shoojo" means "young girl," but a "shoojoo" is an ape. Finally, orientals place equal stress on each syllable. The Japanese say "YO-KO-HA-MA," while gajin tend to mispronounce that word "yo-ko-HA-ma."

Putting Them Together

Orientals create new words by merging several older ones. The new words are simply descriptive mixes and often contain metaphors or amusing associations. The word for "tax" is "zei" which indicates a "big brother" with devilish horns inspecting the rice crop. "Toru," which means "to take," combines "hand" and "ear," because of the ancient custom where warriors ripped off their captives' ears. A tribe of South Sea island people named westerners for the obscenity that their sailors constantly used. GMs may make up words as minor rewards for PCs—all characters would enjoy having their names or favorite sayings made part of the language. Newly-invented words may inspire whole adventures. Wizards could hire adventurers to investigate supernatural invocations, with the PCs researching people's names, since they indicate the traits and histories of their owners.

The Grammar

Oriental languages employ an entirely different structure from western tongues, in which words can be used in

many grammatical contexts. The same word can serve as a verb, an adjective, or a noun. An example of this concept in English might be "fight." You can "fight someone" or "watch a fight." In Togo, the word "hane" can mean "wing," "winged," or "flew." Oriental sentences employ the same word order: subject, object, verb. This can be another way to confuse gajin, who are used to more freeform sentences with verbs somewhere between subject and object. If characters phrase their statements carelessly, they may say the exact opposite of what they mean.

An oriental language can be spoken five ways: insulting, abrupt, normal, polite, and very polite. Elite orientals demonstrate their power by speaking harshly to lessers. People normally use the polite language for talking to equals, and when conversing with superiors, one must constantly fawn and avoid the point. Most western languages are peremptory and painfully direct when compared to eastern tongues. When gajin use telepathy or spells to communicate with orientals, their messages will seem haughty and crude. If western characters study an oriental language, the GM will have to decide what level of politeness they learn.

Verbs and Adjectives

Orientals use short endings to express different forms of verbs. Dictionaries and word lists usually print verbs in their infinitive form, with the ending "u." The ending "te" can be used like the English "ing." Other verbs end with some form of the word "masu." Togo has no words for "yes" and "no," because the "masu" indicates whether a verb is positive or negative, and what tense it is in. These words also make verbs undemanding enough for polite conversations. "Masu" endings are shown on the table below.

Verb Endings Table

Tense	Meaning	
	Positive	Negative
Present	-masu	-masen
Past	-mashita	-masen deshita
Probable	-mashoo	-masen deshoo

The Japanese use an extremely complicated set of rules for adjectives, and these variations should be ignored in gaming. To make an adjective negative, follow it with the word "nai." For example "shita nai," means "not alive." In polite levels of conversation, Orientals use the prefix-adjective "o" before referring to anyone else's possessions. This disavows any intention to steal the object under discussion.

Illustration taken from a set of prints by James Holloway

The following sentences illustrate grammatical Togo.

Togo: Ki doku hairmasu
Literal translation: Bottle poison holds.
Common: This bottle holds poison.

Togo: Oo shita nai ka?
Literal translation: King not alive is-it-true?
Common: Is the king dead?

Togo: Anata na ossharmasu ireu.
Literal translation: You name say to enter.
Common: If you want to enter, tell me your name.

Togo: Lung mekmasen deshoo
Literal translation: Dragon watching-might-not-be.
Common: Maybe the dragon isn't watching.

A GM can use these rules to make gajin PCs feel appropriately foreign during eastern adventures. Even westerners who study oriental languages may make embarrassing mistakes. These rules also help a GM imitate oriental speech. When gajin PCs meet an oriental who speaks Common, the NPC might try to force western words into eastern formats.

Oriental Numbers

The oriental version of "one, two, three, four, five, six, seven, eight, nine, ten" is "ichi, ni, san, shi, go, roku, shichi, hachi, ku, juu." The Japanese borrowed these numbers from China, but changed "shi," or four, to "yon," because in Japanese, the word "shi" implies "death." One hundred is "hyaku," one thousand is "sen," and ten thousand is "man." These numerals can be added together to make other numbers. For example, fifteen would be "juugo."

Vocabulary

Unfortunately, many unrelated oriental words sound very similar. Many words have two pronunciations, one for normal use, and the other for forming larger words. For example, the word for "east" is "higashi." When it is used as part of another word, it becomes "to," as in "Tokyo," which means "eastern-capitol." These compound fragments have been included to help GMs make up new oriental words.

Word List

English	Togo	Compound Fragment
advance/move	okuru	soo
advice	kokoruzuke	—
altar	sha	sha
ancient	furui	ko
anti-	han	han
ape	shoojoo	—
arrow	ya	ya
axe	kawara	kawara
bamboo	take	dai
barrier	seki	kan
big	ookii	dai or oo
be	gozaru	—
beautiful	utsukushi	bi
best	ichiban	—
between	aida	ma
bird	tori	tori
black	kuroi	koku
blue/green	ao	ao
bow (weapon)	hiku	in
build	koo	koo
bureaucrat	kan	kan
buy	kau	bai
cannibal	shokujin	—
city ward	ku	ku
chariot/cart	kuruma	sha
chief/long	nagai	choo
child	ko	ko
closed	tojiru	hei
color/erotic	iro	iro
concentrate	chuui	chuui
contains	hairu	nyu
cooperate	kyooryoku	kyo
cow	ushi	gyuu
cowardly	shoshin	—
crematorium	yakiba	—
crossroads	iku	koo
dangerous	abunai	ki
death	shi	shi
deity	kami	shin
disguise	sha	sha
do	nasaru	—
doctor	i	i
dog	inu	inu
door	to	to
down/below	shita	ge
dragon	lung	—
drink	nomu	in
drug	kusuri	kusuri
dual suicide	shinjuu	—
ear	mimi	—
earth	tsuchi	to
east	higashi	to
eldest girl	choojo	—
eldest son	choonan	—
emergency	isogu	kyuu
end/winter	owari	owari
enter	ireu	nyu
every	mai	man
evil	warui	aku
exist	niku	—
exit	deguchi	—
eye	me	me
fast	hayai	—
fire	kaji	ka
fish	sakana	sakana
flood	oomizu	—
flower	hana	hana
food/eat	taberu	shoku
foot/leg	ashi	ashi
forbidden	kin	kin
forest	mori	mori
friend	tomo	tomo
from	kara	—
fruit/result	ka	ka
gas	kitai	kitai
girl	shoojo	—
give*	kudasaiu	—
go/become	irasshamu	—
gold	kin	kin
good	ii	ii
guard	mamoru	shu
hand	te	te
harmonious	wa	wa
heart	shin	shin
heavy	omoi	juu
hell	jigoku	—
hero	meijin	—
holy	sei	sei
horse	uma	ba
hot spring	onsen	onsen
housemaid	jochuu	—
inn	yado	—
interrogate	kiku	mon
island	shima	to
jewel	hooseki	hooseki
king	oo	oo
language	go	go
law	sun	sun
like/love	suku	ii
life/energy	katsu	katsu
lightning	den	den
learn	narau	shuu
legitimate	tadadhii	sei
magic	hoka	gai
man	otoko	dan
measure	hakaru	kei
meat	niku	niku
meeting	kai	kai
merchant	ya	ya
mercury	suigin	—
middle	naka	naka
military	gun**	gun**
mind/psyche	i	i
moon	tsuki	gatsu
mother	okasan	bo
mountain	yama	san
mouth/open	kuchi	koo
music	ongaku	ongaku
name	na	mei
nation	kuni	koku
near	chikai	kin
neutral	chuuritsu	—
new	atarashi	shin
north	kita	hoku
nose	hana	hana
ocean	yoo	yoo
of/my	no	—
oil	abura	yu
open	akeru	kai
outside	soto	gai
palace	o-miya	gu
person	hito	jin
pig	buta	ton
plate/dish†	ki	ki
pleasure	tanoshii	tanoshii
poem/spell	shi	shi
poison	doku	doku
possess	aru	yu
power	chikara	riki
private/me/I	watashi	shi
profit	ri	ri
rain	ame	ame
rank/grade	dai	kai
rays	hikaru	—
red	aka	seki
reflection	utsuru	ei
replace	kawaru	oo
rice	bei	bei
rice paddy	haneda	da
ridicule	waruguchi	—
rise	tatsu	ritsu
river	kawa	kawa
room	shitsu	shitsu
root/source	hon	hon
say	ossharu	—
sayings	yuu	yuu
scribe	daishoya	—
sheep	hitsuji	yoo
sir††	san	san
self	ji	ji
sell	uru	bai
shop	mise	ten
small	chiisai	ko
smart	rikoo	—
smoke	en	en
snow	yuki	yuki
society	shakai	shakai
south	its	—
special	toku	toku
spirit	ki	ki
stare	irome	—
startling	kyu	—
stone	ishi	seki
stop	tomaru	shi
struggle	arasou	soo
style	shiki	shiki
sun	hi	nichi
tale/opinion	setsu	setsu
talk	hanasu	wa
teeth	ha	ha
temple	tera	ji
time	jikan	—
	(ichi-jikan means 1:00, etc.)	
town	mura	son
tree	ki	moku
trust	shin	shin
up/above	ue	jo
valley	tani	tani
vault	kinko	—
volcano	kazan	—
warrior	gunjin	—
water	mizu	sui
water pot	jooro	—
west	nishi	yoo
white	shiroi	haku
wings	hane	hane
with/attach	tsuku	tsuku
woman	onna	jo
you	anata	—

* This can also be used as a general command-verb, meaning "do what I just said." When you request something from a superior, it is polite to begin the sentence with "doozo," which means "please."

** No pun intended. This has no relationship to firearms.

† This word is often used in the names of weapons.

†† This suffix is roughly equivalent to the Spanish "senor," in that one uses it to indicate respect for anyone, not just a superior. Polite orientals fasten the word "san" to any personal name or profession. A scribe should be called "daishoya-san," and Mr. Oki is addressed "Oki-san." Orientals indicate complete devotion by eliminating "san" and placing the word "sama" before a name. For example, a deity is called "sama-kami."

Chinese Names

Most gamers have an insatiable need for names. People, places, items, and times need titles, and in a proper oriental world, this requirement increases manyfold. Oriental people can have dozens of names, indicating family, rank, political alliance, occupation, religion, and even status as alive or dead. This leads shameful numbers of role-players to stringing random syllables together in imitation of oriental words, and prompted DRAGON® Magazine to publish a list of Japanese names titled "Waddya Mean, 'Jack The Samurai,' " by Barbara Curtis, in issue #121. However, many oriental fantasies are based on China, and Chinese names sound quite different from Japanese ones. A table of common Chinese names is below. Each character will have two of these, the family name (which comes first) and a personal one.

Chinese Names (Roll d%)

Roll	Name	Roll	Name
1	Bang	15	Feng
2	Biao	16	Fu
3	Chang	17	Fung
4	Chao	18	Keng
5	Chen	19	Han
6	Cheng	20	Hang
7	Chi	21	Hao
8	Chieh	22	Hean
9	Ching	23	Heng
10	Chiu	24	Ho
11	Chou	25	Hsi
12	Chu	26	Hsiang
13	Chuan	27	Hsiu
14	Fei	28	Hsun
29	Hu	65	Ping
30	Huang	66	Po
31	Hung	67	Pu
32	Jang	68	Shang
33	Jen	69	Shaqui
34	Jung	70	Shek
35	Kai	71	Shih
36	Kang	72	Sui
37	Ku	73	Sun
38	Kuang	74	Sung
39	Lan	75	Ssu-ma
40	Lao	76	Tai
41	Lien	77	Tang
42	Liang	78	Tao
43	Ling	79	Thieu
44	Lin	80	Ti
45	Liu	81	Tien
46	Lo	82	Tse
47	Lu	83	Tsu
48	Lung	84	Tsung
49	Ma	85	Tu
50	Manchu	86	Tuan
51	Mao	87	Tung
52	Maspero	88	Tzu
53	Mei	89	Wang
54	Meng	90	Wei
55	Min	91	Wen
56	Ming	92	Wu
57	Mu	93	Xian
58	Nai	94	Yao
59	Nao	95	Yen
60	Nieh	96	Ying
61	Nien	97	Yu
62	Quiang	98	Yung
63	Pan	99	Yuan
64	Pang	100	Zhen

The following table lists titles of places, dynasties, and legendary katanas. These names cannot be determined randomly since most of them have a definite meaning which describes the object or person named.

Name	Meaning
Cities, Places	
Asahi	Morning Sun
Chiyoda	Field of One Thousand Generations
Chome	White Eyes (city ward)
Chuuoo-ku	Lord Choouu's ward
Daito	Big Paddy
Kochi	Lofty Wisdom
Komatsu	Small Pine
Kyo	Capitol
Matsuda	Pinetree Paddy
Matsumoto	Pine Origin
Matsumura	Pine Village
Matsushita	Below the Pine
Matsuzakaya	Pine Hill Shop
Meguro	Black Eye
Nikkoo	Sunshine
Ninomiya	Second Shrine
Oomiya	Big Shrine
Oota-ku	Lord Oota's ward
Ootaini	Big Valley
Sanmon	Mountain Gate (temple)
Shinagawa	Things-River
Shimoda	Lower Field
Shimojima	Lower Island
Shirokiya	White Tree Shop
Taishoo	Great Righteousness
Takamatsu	High Pine
Yamaichi	First Mountain
Yoyogi	Many Generations of Trees
Yuurakuchoo	Have-Pleasure-Town
Natural Features	
Daiyama	Big Mountain
Yamanaka	Amidst the Mountains (a lake)
Yamamoto	Original Mountain
Japanese Family Names	
Akiyama	Autumn Mountain
Furukawa	Old River
Furuta	Old Field
Hayashi	Woods
Ishida	Stone Field
Ishikawa	Stone-River
Kawakami	Upper River
Kimura	Tree Village
Koizumi	Small Spring
Komori	Little Forest
Kuroda	Black Field
Miyakawa	Shrine River
Miyamoto	Shrine Origin
Miyashita	Below the Shrine
Motomura	Original Village
Mori	Forest
Moriyama	Forest Mountain
Nakamura	Middle Village
Ogawa	Small River
Oobayashi	Big Woods
Ooizumi	Big Spring
Ookawa	Big River
Ooki	Big Tree
Oomori	Big Forest
Shimoura	Lower Village
Shoriki	Righteous Power
Tachikaway	Rising River
Tamura	Paddy Village
Teramoto	Temple Origin
Toda	Door to the Paddy
Toyama	Door to the Mountain
Ueda	Upper Field
Yamadera	Mountain Temple
Yamakawa	Mountain Stream
Yamashita	Below the Mountain
Swords	
Ame Lung Kan	Rain Dragon
Chiang*	Male Blade
Kiden	Lightning Vessel
Mo Yeh*	Female Blade

*Indicates a Chinese name. ❑

The New Rogues Gallery

Sandor the Smasher, King of Shalimar

by Skip Olsen and Lonnie Matney

Sandor The Smasher

9th level Male Dwarf Fighter

STR: 18/77
INT: 16
WIS: 17 (magically raised)
DEX: 17
CON: 18
CHA: 16 (magically raised)
COM: 8
AC Normal: −4
AC Rear: −1
Hit Points: 89
Alignment: Lawful Good
Age: 146
Weapon Proficiencies: Dagger, Axe, Hammer, Broad Sword
Special Abilities: Blind-fighting, Endurance, Survival, Tracking, Mountaineering
Magic Items: *Havoc, the mystical war hammer*, helm of alignment detection*, girdle of invisibility, boots of speed, scarab of defense*, transparent plate armor**
*New item
Languages: Common, Dwarvish, Elvish, Halfling, Gnomish, Goblin

Sandor is a proud king, standing 4'3" tall and weighing 135 pounds. Unlike others of his race, he keeps his gray-steaked black beard trimmed short. However, he wears his jet black hair long. His piercing black eyes and scarred, rudy complexion attest to his rough, warrior's life. He has one notable scar running from the top of his head, down his front to his navel and down his back to his waist. He received this when he was cleaved by a great sword head to waist for a crime he did not commit. Sandor was subsequently raised by a mysterious deity who watches over him. Sandor asked the deity to leave the scar, as it reminds The Smasher of his unending fight for justice.

The Smasher was born Sandor Breakenrock in the settlement of Deepmine in the Iron Mountains and soon became known for his strength and stamina. He spent long hours in the mines, breaking rocks and ore with his sledgehammer; he produced four times as much as any of his co-workers.

His young life changed when a band of orcs burned his village and killed the women and children while the men were working the mines. His rage was unstoppable, and thunder and lightning danced across the sky as he tracked down the orcs. Orc bodies crumpled beneath his sledgehammer. So great was his destruction, that the orcs fled, fearing to stand against him.

Still in shock and rage, Sandor returned to the mines and continued to smash rocks for three days without rest. He finally collapsed from exhaustion, and when he returned to Deepmine he saw the graves of his parents and siblings.

During the next several years Sandor wandered in the wilderness, eventually meeting a stranger who directed him to the keep of Eltan the ranger lord, a human who trained people to be warriors. Sandor's tuition had been mysteriously paid for.

However, Sandor's sword skills were far from exceptional, and he was sometimes "punished" by being assigned to break rocks in the courtyard. He took to his punishment with relish. After one such punishment session, and as he had neared the end of his training, Sandor was summoned to Eltan's chamber, where the ranger presented him with an unusual gift.

"I took you into my academy only because your mysterious benefactor helped me once long ago," the ranger said. "He left this for me to give to you when you were ready for your destiny. My heart tells me now is the time."

Sandor was overcome with awe when he saw the weapon, a huge war hammer with a lightning bolt engraved on its head. Through the next several months he learned all the properties of the hammer and that his "mysterious benefactor" was an unknown deity.

The dwarf's adventures have been numerous and led him to becoming king of Shalimar and a known scourge to all evil. The Thorinson Clan of Yetam (see issue #27) are some of his many subjects.

New Magic Items

Havoc, the Mystical War Hammer: An unknown deity forged Havoc thousands of years ago. The hammer was believed to have been carried by a deity, who has been watching over Sandor.

Havoc is Lawful Good, has a combined ego of 30, and communicates telepathically with its wielder.

Havoc is a +3 weapon; +4 vs. evil; +5 vs. giants. Havoc's blows deliver 4–13 (1d10+3); 5–16 (1d12+4) vs. evil; 8–23 (3d6+5) vs. giants

If Havoc's wielder has an 18 or better strength, he can hurl Havoc up to 60 feet. Havoc returns to the wielder's hand whether it strikes the target. Strength bonuses for damage apply whether Havoc is used as a melee weapon or hurled.

When the wielder cries "Havoc" in battle, a clap of thunder splits the heavens and all enemies within 100 feet of the wielder must save vs. spells or become unable to attack during the following round. Enemies who fail their saves automatically lose initiative and fight with −2 attack roll and damage penalties for the following three rounds.

Any evil creature touching Havoc suffers 8–64 (8d8) points of damage, and automatically flees (if it survives) for 1d10 minutes.

All other beings who touch Havoc without the wielder's permission suffer 3–24 (3d8) points of damage.

Havoc can *detect evil* continuously; cast a *lightning bolt* once per day, three times per week, for 3–18 points of damage; *cure serious wounds* once per day, three times per week; *commune* with Sandor's unknown guardian deity once per month (nine questions).

Helm of Alignment Detection: This item allows the wearer to to cast a *know alignment* spell at will, once per turn.

Scarab of Defense: This item improves the wearer's armor class one place. These items work in conjuction with all protective items except each other.

Transparent Plate Armor: Sandor's unknown deity gave him this armor. The suit is non-magical and gives the wearer a base armor class of 0. ❑

The Living Galaxy

The Database Is Your Friend—heh, heh, heh

by Roger E. Moore

When the *Traveller* game was released by GDW more than 10 years ago, it gave me my first taste of the universe of science-fiction role-playing games. Since then, many such games have appeared, each with its own style and flavor; but the majority of them are cut from the same cloth—space opera. Starships drive into the endless galactic night. Interstellar empires span thousands of different worlds. Alien jungles team with monstrous and hostile life. Desperate men and women stake their fortunes and lives on their laser weapons and wits. It's the glorious, terrifying, awe-inspiring future of humanity.

But I discovered a basic fact about awe-inspiring futures: they are complicated. It took a lot of work to bring the galaxy to life. It helped to have players who were fans of TV shows like *Star Trek* and of movies like *Alien* and *Star Wars*. These players had an easier time accepting the campaign as believable. But the burden still fell on me, the game master, to make the campaign work.

This article and those that follow in this column, "The Living Galaxy," are for everyone who is involved in or is thinking of starting a science fiction role-playing game campaign.

Plain Talk About . . . Data

Fantasy scenarios rarely involve any sort of detective work or library research, except for an occasional visit to the local sage. Only as PCs enter the high-tech cultures of the 20th Century and beyond does research become important in game adventures. If you don't do your homework in Chaosium's *Call of Cthulhu* game, the Mi-Go will have you and your friends as a light lunch. Gangsters mow down the uninformed in TSR's GANGBUSTERS™ game, and corporate assassins terminate the careless in R. Talsorian's *Cyberpunk* game. With high technology comes a desperate need to know the facts, and you won't have a *detect lie, commune,* or *legend lore* spell available to you when you visit either Miskatonic University, the Chicago Public Library, or the Net. At least one PC is needed on each team who enjoys the smell of library air or is adept at hacking into databases.

As the size of the role-playing universe expands, the amount of potential information on that universe also grows. In science fiction role-playing games, the ability of the cultures involved to store and retrieve data is assumed to be almost unlimited. Data isn't just useful—it's *everything*. In theory, player characters in such campaings should have the entire sum of human and alien knowledge at their fingertips, all stored inside the nearest user-friendly computer terminal. It doesn't matter if the PCs are mutant squirrels in TSR's GAMMA WORLD® game, modern-day monster hunters in Chaosium's *Call of Cthulhu* game, or interstellar adventurers in GDW's *Megatraveller* game.

There is almost no way to duplicate this sum of knowledge in game terms. People today talk about "wall-to-wall data" when describing the problems of dealing with more information than they want or need. How can a GM sort through the staggering mass of knowledge available to PCs in theory and select the bits that they absolutely need to know, *and* make it all realistic?

Imagine, for example, the problems facing the GM of a shipload of star-faring adventurers hot on the trail of the Lost Starship of the Kojak Nebula. The PCs eagerly lean over the shoulders of their computer wiz as he searches by modem for more information.

"I'm trying the following keywords!" yells the computer wiz's player. "I'm trying: *STARSHIP, KOJAK NEBULA, LOST STARSHIPS, NEBULA*, and *BIG TREASURES*."

"Uhhh . . ." says the GM, who made up the adventure on the spur of the moment, and now must decide how much information to give out. How can he make the adventure work now?

Limits On The Infinite

Before starting a science fiction scenario, the GM must decide what limits exist on information-gathering in his particular campaign. Fortunately, some basic limits already exist in the real world, and these adapt readily:

1. The more information that's available to the PCs, the harder it will be to find the part of it that they need.

2. The more obscure the information being sought, the harder it will be to find it anywhere.

3. The more important a piece of information is, the harder it is to find it. (This is one of the many versions of Murphy's Law.)

4. If a particular piece of information is especially important to the PCs, but is on a sensitive topic, someone may have eliminated or sabotaged many databases' references to that particular topic. Deliberately created false information ("misinformation") exists and for many reasons, not the least of which are national or corporate security, greed, criminal intent, and paranoia.

5. No matter how up-to-date a database is, it is always out of date. If a world does not have instantaneous travel or communication with the rest of the galaxy, the particular databases found on that world will be relatively complete *only* concerning that world. GDW's *Traveller* game often played up on this outdated-data theme in its adventures. ("But the computer said this world didn't HAVE nuclear weapons yet! How can it use them against us?")

6. Incorrect data exists in *every* database. Humans and aliens create libraries and program computers, and to err is not only human, it is unavoidable.

7. Some data is simply **not available** on any computer system or in any library files. This information, of course, is almost *always* the most critical information in the adventure. It is the "big secret" that the PCs are going to find out at the end of their quest, and this knowledge may well destroy the PCs if they aren't careful. This data isn't in the files because no one knows about it yet (and GMs don't want to spoil the surprise).

Think about these problems when you are designing your scenario. You don't want to totally frustrate the players as if they were playing in an alternate version of West End Games' *Paranoia* game, being driven to distraction by The Computer at every turn. But you do want to keep a realistic grip on how much *useful* data the PCs get at each step of the game.

Information retrieval is best done by keyword searches, the way you flip through an encyclopedia or dictionary. GDW's *Traveller* game made good use of this concept by having game booklets entirely devoted to computer-library references on subjects that might be interesting to adventurers (legends, unusual planets, alien races, Imperial history, valuable cargoes, etc.). As each bit of data was called up, the GM would hand a slip of paper to the computer-user with whatever data he was able to find printed thereon: very neat, simple, and clean.

Finding the right keyword is tricky, though. Take the PCs looking for the Lost Starship of the Kojak Nebula. The keywords *STARSHIP* and *NEBULA* will produce nothing useful to the PCs; it's like looking up *KANSAS* in an encyclopedia to find the street address of a friend in Topeka. *BIG TREASURES* is almost certainly useless. *LOST STARSHIPS* looks good, but the database might bury the data among a listing of hundreds of other ships lost in space over the centuries. The people who put the shipboard computer's database together may not have thought that the Lost Starship of the Kojak Nebula was even important enough to be worthy of mention (it wasn't very big, after all), and nothing at all may available on it. *KOJAK NEBULA* might be a good reference, though again it is hard to say if you will find that lost starship in that one section; it's like hunting for a detailed description of the wreck of the R.M.S. *Titanic* by looking under *ICEBERGS* or *NORTH ATLANTIC*. The PCs might have to start checking computer databases on every planet they find, or even (groan) trudge over to some local library and actually look at a book.

To succeed in a database search in a science fiction game, the players must be clever and able to second-guess the GM. The ship's computer database might not have much on the Lost Starship of the Kojak Nebula, but if you went to the Kojak Nebula and looked for *LOST STARSHIPS* references on worlds in that region, you might find something useful.

Prior Proper Planning

All this points up an important rule in dealing with the Galactic Information Explosion: **Plan ahead.** Set up the elements to your adventure before the PCs climb aboard their starship—in fact, long before the players even reach your home for the evening's game.

The search for information can, in a good adventure, power the players and keep them interested in the quest. Look at two good examples of adventure staging that are closely tied to information retrieval: the old *Traveller* game adventure, *Twilight's Peak*, and the *Call of Cthulhu* module, *Shadows of Yog Sothoth*. In each adventure, the PCs start with little clue as to the adventure's big secret. In the former, the secret is the location of an alien base hundreds of thousands of years old, filled with items of incredible power (there's a catch or two, of course). In the latter, the secret is a plot to cause Cthulhu's island to rise and turn its best-known inhabitant loose upon the world. Do the PCs start out knowing everything they need to know? Of course not. They start with a minor clue that reveals a little about the main secret and leads to another clue located elsewhere, which tells a little more and leads to yet another clue.

One game designer described this process as similar to peeling an onion, with layer upon layer of mystery being slowly pulled away to reveal the final secret. In the *Traveller* module, PCs can check different library keywords to put together the pieces of the puzzle that will allow them to find the legendary Twilight's Peak.

Each piece of information that the PCs find leads to its own mini-adventure in a well-staged adventure plot. Sometimes the PCs may reach a dead end or red herring in their search for information. Sometimes they discover traps within the information itself, set by those who want no one to uncover the final big secret. But there should always be a chance for the PCs to find what they need to know to finish the adventure and meet the big secret face to face—and maybe get blown to bits by it. (But that's what adventures are all about, right?)

The Sceptre of Zonos

Here's an example of an adventure plot set up for use with science fiction campaigns that use space travel and multiple inhabited worlds. Each part of the adventure is reached only by locating and evaluating the data available, then following up to see where everything comes out. I make no claims to originality or brilliance for this adventure, but you should get the basic idea on using data retrieval in an adventure staging by looking it over. Also note how the information that the PCs gain at each step of the way is limited. Each piece should whet the players' appetites for more data and drive them forward.

This adventure begins at a computer console on a starship somewhere between worlds. Bored with routine ship duty, a computer-wise PC is skimming the computer database in search of ancient legends and mysteries—particularly profitable ones, as the ship's maintenance bills are eating into everyone's salary:

> "Following the discovery of prehistoric ruins on Danfirth VII, an archaeological team unearthed an extraordinary number of artifacts from the great underground chambers there, among them the Sceptre of Zonos, which was kept at the State Museum at Zonos until it disappeared during a revolution. The Sceptre was one of the finest examples of craftsmanship known from the race now called the Nova Folk; its reported value was in the millions of credits. Several legends were attached to the Sceptre, chief among them being that the Sceptre was haunted by the spirits of the Nova Folk. Little information remains on the Sceptre, as the revolution produced considerable chaos. A better-known example of mythmaking and prehistoric artifacts is the Infinite Engine of Birkoff's World, which is reported to be haunted by dead interstellar entities that were sucked into its electromagnetic hydrogen scoop and destroyed for fuel. . . ."

The Infinite Engine is merely a dead end in the main adventure, being an ancient ramscoop starship that has been thoroughly explored; it is now a tourist attraction on a minor world. The "ghosts" in the engine are merely stories spread by locals for the sake of attracting more tourists.

The real adventure lies with the Sceptre of Zonos. The PC decides to investigate before telling anyone about it, and punches in the keywords *SCEPTRE OF KONOS, KONOS, DANFIRTH VII,* and *NOVA FOLK*. The GM correctly anticipated all of these keywords and hands little slips of paper to the player, giving previously prepared bits of information on the world of Danfirth VII, the Sceptre, and the now-extinct Nova Folk (who

died out during a war in which they caused the suns of their colony worlds to flare up and roast all inhabitants in each system; only their homeworld and Danforth VII escaped).

Zonos turns out to be the only city of any importance on Danfirth VII, built into the very chambers once hollowed out by the Nova Folk. The rest of the Earth-sized ice world is uninhabited, though robot mines are everywhere. The Sceptre was last seen in the Museum of Zonos, so the quest for the Sceptre should continue there.

The PC shares this information with his crewmates, who all decide to make their way to Danfirth VII and look for the Sceptre. One clever PC checks the computer database to see what sorts of imports Danfirth VII has, so the PCs can turn a profit as merchants on their way to the adventure ("I'll try *DANFIRTH VII/IMPORTS*."). The GM had not thought of an answer to this beforehand, but he is able to improvise after a quick glance at his more extensive notes on that world ("Industrial mining equipment, vitamin supplements, and basic machine parts for starship engines are always needed.").

The PCs eventually arrive at Danfirth VII, the largest moon of a giant planet similar to Jupiter. There the PCs sell their cargo of vitamins and starship widgets, then explore the city of Zonos. The computer at the Museum of Zonos has more information on the Sceptre, and the PCs learn of the circumstances surrounding its finding and disappearance (though, oddly, there are no rumors about the Sceptre being haunted). The Sceptre was isolated from the rest of the museum's works for some reason, and after a time was taken off display; no reason for this appears in the database. The Sceptre vanished just hours before the museum itself was taken over by revolutionary guards. Little real damage was done to the museum and its displays, as the guards were fanatic nationalists who wanted to preserve the site (their descendants now run the museum). The museum's former curator and his staff also disappeared before the guards arrived, and it is believed they fled the city with the Sceptre.

The PCs are learning a lot. Unfortunately, the computer at the museum is programmed to note whether anyone accesses its files on the Sceptre. The computer then releases a special message to the museum's directors, a small but radical group that would like to recover the Sceptre for reasons of prestige. This group sends an agent or two to follow the PCs just in case they come up with something. Following people like this is a common practice of this group, as the PCs are not the first to hunt for the Sceptre. The radical group has left the particulars of the Sceptre's disappearance unchanged in the museum's computers to aid others in locating it. However, the group's computer experts have carefully edited out references to the Sceptre being haunted, as this belief is hardly a pleasant one.

If a computer-literate PC ties into a non-Museum database and looks up old, obscure news articles from the time of the revolution, he finds out something else: The curator who vanished when the Sceptre did was considered strange for his belief that the Sceptre was haunted. Most legends and rumors about the Sceptre originated from the curator's beliefs, which became stronger over time. He confided his beliefs to his family and closest friends, who told about his crazy ideas in their memoirs. The curator eventually took the Sceptre off public display, which angered many local residents, as the Sceptre was a very popular attraction. Then came the revolution, and mention of the Sceptre slowly faded from the news.

Where do the PCs go next? A search of the local starport's database might be in order for records of ship arrivals and departures during the revolution. However, the records from that time are incomplete and worthless.

The information search broadens, and a streetwise PC locates a retirement home for union employees of the starport. Posing as a galactic historian, the PC finally finds someone who remembers seeing the museum curator and his co-workers at the starport on the eve of the revolution (the PC has photos of the museum personnel from computer files). The old woman was a dock supervisor. The curator, she says, was quite mad; he clutched a cloth-wrapped bundle and gave orders to his staff as if he feared for his life, but he often spoke gibberish. She assumed the stress of the day's events had worn on the man. The museum staff boarded the ship, and it took off. That is all she knows.

If the PC is especially charismatic the old woman then confides in him. She has been questioned by the directors, whom she despises, and has never told them one secret. The old woman's eyes sparkle. "I know where that ship went," she says. "It never left the system; it didn't have an interstellar drive. The last thing that crazy old man said as they were shutting the door on his ship was, 'To the sun!' "

To the sun? Back in the starport, the crew's astrogator checks the local star system's layout and promptly finds that a tiny asteroid lies in a close orbit around the sun. The asteroid has not been previously explored and is not very impressive, being only a few kilometers long. Besides, it is unbelievably hot, so hot that it can be approached only by starships, even space suits won't protect crewmen from the star's radiation and heat. In a fit of excitement, the PCs board their ship and take off for the asteroid. But on the way out, the PC communications officer hears a sad report on the local news stations: someone has murdered an old woman at a retirement home.

The trip to the asteroid is uneventful after that. The asteroid appears unremarkable except that it glows a faint red from the sun's heat. (This might be a good time to have the air conditioning overload and quit.) As the PCs get closer, they discover two facts:

1. The asteroid is in captured rotation, meaning that it keeps one side always facing the sun.

2. There is a tiny ship apparently docked to the "night side" of the asteroid, shielded from the sun by the asteroid itself. Close inspection and another computer check shows the ship is an old in-system transport with markings typical of the pre-revolutionary government of Danfirth VII.

We'll assume the PCs approach the asteroid and study it, and eventually send out a crew in space suits to check out the old ship. They can use spacesuits so long as they stay in the shadow of the asteroid, out of the sun's radiation and heat. The ship is merely tethered by cables to the asteroid to hold it in place. PCs who board the ship find it in vacuum and all of its crew dead—except for the museum curator, who is not aboard. It's about this point that anyone remaining on the PCs' starship detects a new starship approaching from the direction of Danfirth VII. Another computer check reveals the new ship is an armed private yacht.

As the PCs on their own ship deal with the intruder, which turns out to be crewed by some of the current museum staff and its hirelings, the other PCs access the database on the old starship. Video and audio internal-security tapes are found and saved for later investigation. The intruder ship flees for the time being after a brief exchange of lasers and missiles with the PCs. The tapes are taken aboard the PCs' ship and played back. As the old woman said, the curator seems to be a raving lunatic. He is shown by the ship's internal cameras to be speaking what sounds like gibberish at times, and his staff seems afraid of him. Finally, the tapes show the curator donning a spacesuit, carefully opening the ship to vacuum (killing the sleeping crew) and leaving through the airlock.

If anyone scans the night side of the asteroid for unusual features, a circular depression is located only a short distance away. It looks like a crater but is too precise in shape to be natural.

From this point on, the PCs are not likely to use their database, though they might recall from earlier checks that the Nova Folk sometimes used asteroids as bases and had learned to move asteroids around their colony systems. PCs going to the circular area find that it is a holographic projection covering a docking bay large enough to permit entry of their ship, and in they go.

The big secret is only a short distance away now. The PCs soon will learn that the Nova Folk were clever as well as genocidal (and suicidal). They figured out how to create tremendous solar flares by firing enormous lasers right into a star's surface from a close solar orbit. For some reason the Nova Folk decided to have a civil war, and they unleashed this weapon against all their rebel worlds, incinerating their populations in less than an hour. The homeworld had earlier and secretly placed an asteroid with a sun-blasting superlaser around each colony world's sun. In most cases, the homeworld Nova Folk were able to activate these flare-causing weapons by sending a suicide ship whose crew activated the laser in the rebel system. The flare would melt the asteroid, destroying it completely, then scour the rebel world minutes later. This plan failed in the Danfirth VII system, thanks to alert defensive starships, so an alternative plan was developed. The homeworld Nova Folk called a truce and sent a ship of ambassadors to the rebels of Danfirth VII, offering a beautiful scepter to their ruler as a token of peace. The rebel leader distrusted the gift and had it locked up. War broke out again shortly thereafter, and biological warfare soon managed to slay all of the rebels as well as their oppressors on the homeworld.

The Sceptre itself is a mind-reading and mind-control device programmed to force any intelligent being grasping it to get to the asteroid as soon as possible and activate the superlaser, destroying all life in the system. It is, of course, many hundreds of thousands of years too late on its mission. But what does a self-aware crystalline device know about time? The curator's body lies inside the main control room, dead of a heart attack just before he reached the superlaser's controls. Danfirth VII was saved by luck.

But now the PCs have arrived, and one of them might grasp the Sceptre next. . . .

What will happen to save the adventurers, not to mention the whole population of Danfirth VII? Will the PCs capture or destroy the murderous museum staff? Can the PCs deactivate the Sceptre? Does the superlaser even work? These problems are for the GM and players to resolve. But you saw how the PCs often came back to one computer database or another to advance the plot.

The database is your friend. Make it work for you in your next adventure. ❑

Spy School

Espionage Classes For Agents

by David Myhre

The TOP SECRET/S.I.™ game system does not provide for all types of agents to acquire Specialty Skills which could be essential to the completion of espionage missions. However, game masters can make that provision by sending the agents to spy school.

Undercover Campus

New agent training at the Orion Academy lasts six weeks.

Its operation falls under the control of the Ganymede Bureau's G4 Branch. The Academy is in the Southeastern United States and serves the needs of the Capricorn (North America), Aquarius (Central America), and Aries (South America) Bureaus. The Ganymede Bureau operates additional agent training centers in other Orion Bureau areas.

The Academy is known locally as Langford Seminary College for Independent Study. It resembles a small, rural campus.

The largest campus building is "The Mansion," which houses the dining area, kitchen, administrative offices, library, communications center, and a small armory. Meals are served in the mansion's combination cafeteria and dining room. In the evening, the dining room doubles as a movie theater where espionage and detective films are shown nightly.

Other, nondescript buildings are used for classrooms. The largest is a gymnasium. Beyond it are living quarters for Academy staff members.

Because the school is next to a quarry and not far from a hunting lodge (both owned and covertly operated by Orion), demolition and firearm classes are held without fear of the noise attracting the attention of nearby residents. Survival classes are held in the woods surrounding the Academy.

The Staff

The Academy's director is codenamed **Headmaster.** He has been at the Academy longer than any of the instructors. No one at the Academy knows his real name or exactly when he arrived at the school. It is rumored he was an Orion Foundation Section Director, part of the ZODIAC.

Headmaster is 5'8" tall, thin framed, and has thinning gray hair. His cold blue eyes stare out over a large, red handlebar moustache. His slight British accent colors his soft, baritone voice. Headmaster's usual attire is a tweed suit, always neatly pressed, white shirt, and a regimental tie. Headmaster only was seen wearing a black suit once; that was the day after three new agents blew themselves and an instructor into very small pieces during a demolition exercise.

Other current members of the Academy staff include instructors, security personnel, technicians, and general staff. The Academy instructors also are referred to by Orion codenames. NPC instructor statistics are not presented so each referee can tailor the instructors to his or her campaign.

Camisado teaches demolitions and all the heavy weapon skills. He fills in to assist Shamrock in teaching small arms use to rookie agents. Camisado stands 6'6" tall and weighs 250 pounds. When he demonstrates how to use a light machinegun, he handles it as easily as if it were a rifle. Camisado calls all of his students "Trooper."

Cypher teaches the spycraft subjects of cryptography, WEB procedures, Orion procedures, interrogation, and Spanish. A Colombian native, he is a dedicated man who takes very seriously his responsibilities of turning raw recruits into agents. Cypher prefers knives to guns because knives are silent. He always carries three throwing knives in a hidden belt sheath. Cypher has been known to have a special interest in agents who have fought against those in the drug trade. Rumor has it that his brother was killed for speaking out against the drug cartels.

Ferret specializes in covert skills such as disguise, stealth, shadowing, and surveillance. He is 5'9" tall, weighs 180 pounds, and has an average build. He is in his early 30s, and wears his brown hair cut in a moderate style. Because he has no remarkable features, most people do not remember him five minutes after they meet him. This cultivated blandness is one of the reasons Ferret has been so successful. He doubles as head of the school's security detachment.

Gizmo teaches all of the Academy's mechanical skill courses, including Tinkering. Her blond hair, Southern drawl, and down-home Alabama outlook conceal the high intelligence which got her through the Massachusetts Institute of Technology. She usually wears light blue coveralls, the pockets of which are filled with screwdrivers, wrenches, wires, and other electronic oddities. She repairs and controls the Academy's vehicles. Gizmo has been seen in the company of Wheels on many occasions.

Lilac teaches French, Italian, and First Aid. She is from France, on loan from the Gemini (Western Europe) Bureau. The delicate woman appears cold, unemotional, and uncaring; attitudes fostered by one of her previous assignments when all of her teammates were killed. She has been assigned to the Academy to keep her out of the field for a while. She is the newest instructor, having arrived two months ago. Lilac also serves as the Academy's staff physician.

Mr. Ki is the close-combat and muscle-powered range weapons instructor. He doubles by teaching exotic and obscure weapons skills. From Japan, he is rumored to be a Ninja. His students know him to be mysterious and inscrutable. Mr. Ki always wears a white gi with a white belt. He is unusually polite, putting a Mr. or Ms. in front of each agent's codename. Despite his skill with weapons, Mr. Ki refuses to use firearms on missions, believing that an agent's best weapon is his mind and body, not his pistol.

Shamrock, a proud Irishman who laughs a lot, is the current small arms instructor. He was retired from active duty three years ago when he commanded a Titan Team and lost most of his left leg to an anti-personnel mine. The artificial limb works well enough that new agents cannot usually tell (1/4 INT check) that the leg isn't real. Shamrock wears a camouflaged jumpsuit with an enamel four-leaf clover pin on the collar.

Wheels teaches offensive driving skills. If something has tires, Wheels can drive it. He has been at the school

for almost three years and is "about ready to hit the road," although the other instructors aren't sure what he means by that. His dark blue jumpsuit, normally open to the waist, exposes a tie-dyed T-shirt. Wheels speaks like he just dropped in from the sixties; his vocabulary includes the terms "Far Out" and "Groovy." He has been seeing Gizmo socially.

All instructors serve a minimum of one year, but no more than four years. The only exception is Shamrock, who has been assigned to the Academy permanently because of his injury.

Security personnel wear dark blue jumpsuits and do not display any type of identification on their clothing. However, each has a regular SW-1 watch, ID card, and card case. Guards are typically armed with dart guns loaded with sleep darts. In emergencies, other weapons are available in the armory and stashed at various places throughout the campus grounds. Guards have unrestricted access clearances.

Academy technicians, such as mechanics, armorers, communication equipment operators, and general equipment repairmen, wear gray jumpsuits also devoid of identification. Each has been through security checks and are cleared for access into most areas of the school.

General staff members wear white jumpsuits. They fill maintenance and service support positions, including meal preparations, cleaning, and groundskeeping. They also have been through security checks and are cleared for access into many areas of the school.

Introducing The Academy

The Orion Academy can serve a number of uses in a TOP SECRET/S.I.™ game campaign and, with a name change, could be modified for use with other espionage role playing games. For example, PC agents can meet at the school and be established as a team. The Academy also can be used by experienced agents who must go back to school to learn new skills or become more proficient in old skills. PC students could develop useful contacts with instructors. In addition, veteran PC agents or wounded agents can be recalled to the Academy to teach classes to rookie agents.

The Students

For security reasons, no new agent knows the location of the Academy. Each agent is transported to the school in a private, windowless jet. The agent can make an educated guess about the school's location, based on the flora and fauna, but even this would be difficult, as plants and animals from other parts of the U.S. and from other countries are placed on the grounds to confuse curious rookie agents. Agents who actually decipher the Academy's position graduate from spy school with top honors.

When new agents arrive, they are assigned codenames based on a particular theme. For example, one class was named for melee weapons; Stilletto, Switchblade, Dagger, and Dirk. Students are instructed to use only their Orion codenames and not reveal their real names and backgrounds to anyone in the Academy. Students disregarding the order are dismissed.

When classes begin the students are given green jumpsuits, modified Orioncomm SW-1 watches, ID cards, and card cases, which they are required to wear and carry. The SW-1 watches only have the low power settings. The ID cards have a non-removable red stripe running down the center. The card case does not have the explosive charge.

The Curriculum

Basic curriculum, some of which is elective, includes operation of Orion Foundation equipment, weapons use, Orion procedures and history, unarmed combat, WEB methods and procedures, and various other espionage tradecraft skills not normally learned as part of a regular profession. Graduates are given a 0-level skill in these areas.

The three mandatory classes are First Aid, Orion Procedures*, and WEB Procedures*. An agent who does not have the First Aid skill when he arrives at the Academy will learn the skill at 0 level; an agent who already has the skill at 0 or 1 raises it one level.

In addition to the mandatory courses, student agents must study two ranged weapon skills and two close combat skills from the following lists.

Ranged Weapons	**Close Combat**
Basic Firearms/Pistol	Basic Melee
Rifle	Knife
Shotgun	Club/Blackjack
SMG	Fencing
Knife Throwing	Spear/Staff

Students also must select one skill from each of following categories.

Specialty 1	**Specialty 2**
Animal Training	Pickpocket
Concealment	Shadowing
Cryptography	Stealth
Disguise	Surveillance
Interrogation	Survival
Lockpicking	Tracking
Technical 1	**Technical 2**
Basic Heavy Weapons	Gunsmithing*
Bribery*	Oriental Martial Arts
Demolitions	Security Systems*
Electronics	Seduction*
Escape Artistry*	Streetsmarts*
Fingerprinting	Tinkering*

* Denotes new skill

The following are new skills not listed in the TOP SECRET/S.I.™ game set.

ORION PROCEDURES
ATT: INT COST: 2/3/5 PRE: —

This skill is used when an agent wants to remember a certain piece of Orion-related information or to determine if an item of Orion-issue equipment was used properly. Actions which would require an ORION PROCEDURES roll include trying to remember where the Pisces Bureau headquarters is located or if the agent was able to operate his SW-1 properly to reach an overhead satellite.

WEB PROCEDURES
ATT: 1/2 INT COST: 2/5/9 PRE: —

This skill is used when an agent wants to identify someone who might be a known WEB agent or recognize evidence which could lead to a WEB sponsored operation. For example, a successful WEB PROCEDURES roll might allow an agent to connect the company name of Spinner Enterprises to a WEB plot currently under investigation.

BRIBERY
ATT: WIL COST: 3/2/4 PRE: —

This skill allows an agent to know when, how, what, and how much to offer someone in a specific situation. The Wealth advantage gives an agent a +5 modifier per point spent on the advantage when using Bribery.

ESCAPE ARTISTRY
ATT: REF COST: 4/5/6 PRE: 9

This is a specialty skill, with Lockpicking as a prerequisite skill. The agent with this skill can escape from ropes, handcuffs, straight jackets, and other uncomfortable situations by popping joints and relaxing muscles. Double-jointed agents get a +15 modifier to their skill check. Clumsy agents suffer a −10 modifier penalty.

GUNSMITHING
ATT: DEX COST: 4/2/4 PRE: 1

This is a mechanical skill and requires Basic Tool Use as a prerequisite. This skill enables an agent to repair or modify firearms and to construct silencers. If the agent lacks the proper tools, a −20 modifier is applied to repair attempts. A Gunsmithing skill averaged with a Metalworking skill allows the agent to build firearms if all the necessary components and tools are available and a successful skill check is made. The referee has the option of declaring that a particular weapon is too badly damaged to repair.

SECURITY SYSTEMS
ATT: INT COST: 4/3/6 PRE: 9

This is a specialty skill which enables an agent to locate, identify, and neutralize or bypass intrusion detection systems. Lockpicking, Demolition, or Safecracking skills are needed to defeat the physical security (locks) of the target, therefore Lockpicking is considered a prerequisite. Electronics or Surveillance skills give a +5 modifier per level to the Security Systems skill check roll. Use whichever skill is more appropriate for the modifier based on the circumstances.

SEDUCTION
ATT: WIL COST: 3/3/6 PRE: —

This is a specialty skill which allows an agent to attempt to use his or her physical charms to learn information or to convince a target to do something. Attractive Appearance allows a +5 modifier per point spent on the advantage. The Sensuality advantage allows a +10 modifier to the WIL check. Unattractive agents have a −5 modifier per point spent on the disadvantage. Uncouth agents have a −20 modifier. Presence can be a +5 or −5 modifier, depending on the total of the other modifiers. All modifiers are cumulative when using this skill.

STREETSMARTS
ATT: PRE COST: 3/2/5 PRE: —

Agents with this specialty skill know where the black market usually can be found and how to deal with it. They also can gain information and service from members of the criminal element. This skill can lead agents to WEB criminal activities since they can move in the same circles as the WEB agents. If an agent with this skill is not fluent in the language of the area, the skill is used at 1/2 the skill level.

TINKERING
ATT: 1/2 INT COST: 5/3/6 PRE: 3,5,7

This is a mechanical skill with prerequisites of Basic Mechanic, Metalworking, and Electronics. This skill enables an agent to rework, rebuild, modify, improve, or construct equipment on an emergency basis out of almost anything "found" while on a mission. Devices subjected to the attentions of a Tinkering agent may be smaller, have more functions, or have a completely different appearance. They might even work. If the agent lacks the proper tools, a −20 modifier is applied to the Tinkering attempt. Agents with a Basic Science Degree get a +10 modifier; those with either an Electrical or Mechanical Engineering Degree get a +20 modifier. Modifiers are not cumulative. The skill level in Tinkering cannot be higher than the lowest level currently held in any of the three prerequisite skills.

One catagory of new skills, called UNUSUAL WEAPONS, is not one of the Academy's formal classes, and is only taught in independent study courses to students with an avid desire to learn about obscure weapons. No more than two obscure weapons should be allowed per agent team. With the referee's permission, using an obscure weapon as the agent's primary (perhaps only) weapon could be the agent's ego signature.

BOLAS
ATT: MOV COST: 5/4/5 PRE: —

This skill allows the agent to throw the South American entangling weapon. A bola consists of two or three balls attached to rope strands. When thrown successfully, it entangles the legs or arms of the target, causing 1d6 points of bruise damage. It will cause the upper or lower body to be wrapped with the rope, restricting the actions or movements of the target.

BOOMERANG, WAR
ATT: MOV COST: 3/4/6 PRE: —

This skill is used to throw flat, curved, throwing missiles used by Australian aborigine tribes. "Toy" boomerangs will return to the thrower, but only do 1d4 points of bruise damage and have a CCV of 5. War and hunting boomerangs do not return when thrown.

CHAKRAM
ATT: MOV COST: 3/4/6 PRE: —

These disks are similar to plastic death rings, but have sharpened outer edges to cause cutting or slashing damage and do not contain drugs or poison. Plastic chakram can be safely carried through a metal detector. Metal chakram do more damage. Both types are available.

CHU-KO-NU
ATT: DEX COST: 3/4/6 PRE: —

This weapon is also known as a Chinese repeating crossbow. In well-trained hands, it is capable of firing 12 bolts in 15 seconds. The cho-ko-nu fires specially-made, light bolts that cause 1d4 wound damage, not the 1d6 of a regular crossbow bolt. However, the cho-ko-nu has a magazine which holds 12 bolts. Reloading takes two rounds. The special bolts cost three dollars each and only can use standard tips. Other tips will not feed through the magazine. The cost of the cho-ko-nu is so high because the weapon is considered rare. ❑

WEAPON	WT.	COST($)	RANGE	DAMAGE	CCV
Bolas	3	50	20/35/50	Spec.	—
War Boomerang	2	25	20/40/60	1d6 B	10
Plastic Chakram	1	15	20/45/70	1d4 W	5
Metal Chakram	2	25	20/40/60	1d6 W	10
Chu-Ko-Nu	12	3000	40/100/200	1d4 W	25

Notes from HQ

Continued from page 4

and mail them in. Each new member should mail in his or her own form and payment. HQ will record the number of new members each member brings in. The winners will be announced in the July/August issue of the Newszine and will be given a special award at GEN CON® Game Fair.

Recruit members honestly. Tell them about the benefits of being in the RPGA™ Network and about the Newszine. That is the best way to get people to join. **Do not** sign your name and number to a bunch of membership forms and set them out at conventions or hobby shops. Those conventions and hobby shops—and other members who see them—let us know who does this. HQ does not consider this recruiting members and will not award a prize to someone found doing this.

Prizes

The Grand Prize is the original piece of artwork used as the cover of POLYHEDRON™ Newszine #50. This piece of art—the Newszine's first color cover—will be matted and framed and mailed to the Grand Prize Winner in April. This is a rare opportunity to acquire an original piece of art by Jeff Easley, the TSR, Inc. staff artist whose work graces the covers of the AD&D® 2nd Edition Game books and other products. The piece is a collector's item and features the characters from the Living City's Toysmiths shop. The piece has a watercolor background with an animation cel overlay and is signed by the artist.

"So he said, If you're so powerful, make me a dancing sword."

Second place is a $100 gift certificate to the Mail Order Hobby Shop; third place is a $50 gift certificate to the Mail Order Hobby Shop; and fourth place is a $25 gift certificate to the Mail Order Hobby Shop.

Everybody wins in the membership drive because members participating receive a one-month extension on their own memberships for every new member they recruit. The more members you recruit, the longer you extend your own membership. And if you recruit a lot of members you could win one of our top prizes.

Several Network members told me they didn't participate in last year's drive because they didn't think they had a chance to win. There's no excuse now. I challenge each member to recruit at least one person to join the Network during the first three months of 1990. It might be someone new to the hobby, a friend you have gamed with for years and who reads your Newszines and competes in tournaments but never bothered to join, or it might be someone who belonged years ago and let his or her membership lapse. Just get out there and recruit them. Do it to extend your membership, or do it for a chance at the Grand Prize. Above all, do it for the Network.

T-Shirt Winner

Our last contest was a competition to write the best caption for a cartoon featuring a dancing sword, a magic user, and a fighter. We received a multitude of entries from throughout the world, and nearly all of them made reference to the sword. One of the most unusual entries was a postcard-sized coaster featuring a Marilyn Monroe lookalike. The winner, who coincidentally also was the individual who submitted the most entries, was Mark Ericson of Wisconsin. His winning caption is displayed to the left.

What Do You Think

It's important to the Network staff to learn what the members think about the POLYHEDRON Newszine. We want to know if we are giving you the mix of articles for various game systems that you enjoy and use. We can't print what you want to see unless you tell us what you like.

Set aside a few minutes and jot down some of your feelings about the Newszine and about some of the features you would like to see printed. We read every letter that comes to the Network.

Welcome Aboard

I'm pleased to announce that the Network has hired an additional staff member. Skip Williams, associate editor of the Newszine, has come on board to edit tournaments, Newszine submissions, and perform a myriad of other tasks to help keep the Network running smoothly. During the past few years the Network expanded its tournament program, improved the Newszine, began offering more services, revamped the club program, and increased the offerings at GEN CON® Game Fair and other conventions. But we hadn't increased the staff to help keep up with the workload. Fortunately, that situation has changed, and Skip and I will work to keep up with this increased workload, while still trying to improve services and remain sane.

Skip has worked as a freelance editor for the Network for nearly the past three years, and has served as an editor for the Newszine since issue #40. In addition, he has volunteered uncountable hours to help the Network at conventions throughout the midwest and with other projects.

Skip has co-authored several Network tournaments, is DRAGON® Magazine's "Sage Advice" columnist, and will be the author of next month's Notes From HQ column, where he will discuss submitting articles to the Newszine and for consideration for future Living City products.

Next Issue

In POLYHEDRON Newszine #52, we will release a list of our RPGA Network Regional Directors and their addresses, along with the states and countries they are responsible for. Also featured will be an AD&D 2nd Edition game New Rogues Gallery and an adventure for West End Games' Paranoia game.

Take Care,

Jean ❑

The Downunda Patisserie

Continued from page 17

all his possessions were forfeited except the gem that Jemima had hidden. The family left in shame for what Arvend had done.

Karl Chisolm

0 Level Male Human

STR: 9
INT: 13
WIS: 10
DEX: 18
CON: 11
CHA: 13
COM: 14

AC Normal: 6
AC Rear: 10
Hit Points: 2
Alignment: Chaotic Neutral
Weapon Proficiencies: None
Special Abilities: None
Languages: Common, Elvish

Karl is 13 years old, 5'5" tall, and weighs 143 pounds. He has piercing gray eyes and jet black hair. As the baby of the family, he is spoiled, and he loves it. He loves his family more for what they do for him than loving them for themselves. Like all teenagers, he knows exactly what he wants to be—a great hero. Jemima is not worried about this, as she believes Karl will grow out of it.

Karl is diligent in his lessons, and he might become a cleric when he is older—depending on whether his alignment is acceptable to any temple his mother allows him to join. If he does not join a temple, he probably will help out in the shop when he leaves school. Karl's main occupation when not studying is playing Papers and Paychecks with his friends.

PCs can buy any treats they like in the Downunda Patisserie, and if they are careful and don't reveal themselves as adventurers they might get some useful information from Jemima or from other customers. If any PCs manage to get Allison alone and offer her a place in the party, she will join as a first level thief or magic user, providing a party member will apprentice her in either class or maybe in both. ❑

RPGA™ Network

T-Shirts

Let The Network Wear On You

Be a sharp dresser and show your gaming colors at the same time by wearing one of the Network's new T-shirts. The shirts, which are a cotton/polyester blend, display the Network's blue and green logo on a black field. And best of all, they are only $8 each.
They are designed by Network member and artist Ray VanTilburg.

Don't delay another moment! Make your fashion statement now by filling out the order form. Make sure you state the size you want.

Name: _____ (Please Print)

Address: _____ (Street/Box)

_____ (City and State/Province)

_____ (Zip or Postal Code)

Membership Number: _____

Size _____ Large _____ X-Large _____ XX-Large

Method Of Payment: (US Funds Only)

_____ Check _____ Money Order

_____ Visa _____ MasterCard

For Credit Card Orders:

_____ (Card Holder's Name)

_____ (Card Number)

_____ (Exp. Date)

_____ (Signature)

Subtotal: ($8 per shirt) _____

Shipping & Handling: ($3.00) _____

Grand Total: _____

Send this form to:
RPGA™ Network, P.O. Box 515, Lake Geneva, WI 53147

BLOODMOOSE™
and Company ©1989 GARY M. WILLIAMS
SCREEE!
HOLD STILL, BLOODMOOSE AND I'LL GET THIS STUFF OFF OF YOU!
SPUTTER!!
LOOK! THERE'S ANOTHER TRAP DOOR UNDER ALL THIS OLD JUNK!!
SOME OLD BONES AND STUFF!
HA! HA! I FOUND A MASK! LOOK! I'M SPOOKY! WOOOOOO!!
PUT THET THANG DOWN, YA DANG IGNERT KID!! LET'S SEE WHUTS UNDER THET TRAP DOOR!
AND SHORTLY...
DARKER 'N' GRANNY'S RUT CELLER DOWN IN HYAR!!
HOW'S 'BOUT SUM LIGHT THAR 'HAWG?
THAR! THET'S A MIGHT BETTER...
WHOOOWEEE!! LOOKIT THAR!
LAWD! IF'N HE AIN'T UH BIG 'UN!
AND HE SEEMS TO BE QUITE DEAD, TOO!!
BOY! I TOLT YEW, TAKE OFF 'IN THET DANG FOOL....
WEEEOOOO!!
...MASK....
SNORF!
UNDAID CRITTER!
WHOMP!
TO BE CONTINUED!

Tournament Request Form

Tournament Types

Tournament types which can be requested are Feature, Masters, Grand Masters, Benefit, and Team. Masters and Grand Masters tournaments are open to members only. To participate in a Masters tournament, a judge or player must be at least 3rd level; for a Grand Masters tournament, a judge or player must be at least 5th level. Masters and Grand Masters tournaments are not available to first-time conventions. All proceeds from Benefit tournaments must go to a charity of the convention organizers' choice.

Limitations

Conventions which attract fewer than 200 gamers are usually limited to four Network tournaments. Exceptions will be made if those conventions provide some of their own Network-sanctioned events. large conventions are not limited to four tournaments; use additional forms and include a page number in the upper left corner of each form to request more scenarios. The Network cannot guarantee that all tournament requests will be filled due to limited availability of some scenarios. All requests should be made at least six months in advance of the convention.

Tournament Fees

The Network will provide one complete copy of a tournament for a fee of $5 a round. For example, a three-round AD&D® game tournament carries a fee of $15. If the convention provides some of its own tournaments, which must be approved by HQ before sanctioning is granted, this fee is waived. Convention organizers should submit tournaments six to eight months prior to the date of their convention. The Network reserves the right to use submitted tournaments for one year at conventions throughout the world, and will frequently use them longer if the authors permit.

Additional fees: Convention organizers requesting more than one copy of a tournament will be charged $2 per round. For example, an additional copy of a three-round AD&D game tournament carries a fee of $6. These fees are necessary to help HQ cover postage costs.

Prizes

The Network provides gift certificates for tournaments it sponsors at conventions. For a three-round tournament, we provide $15, $10, and $5 gift certificates for 1st, 2nd, and 3rd places, respectively. For a two-round tournament, we provide $10 and $5 give certificates for 1st and 2nd places. And for a one-round tournament, we provide $5 gift certificates for 1st place. These certificates can be redeemed through the Mail Order Hobby Shop or at the TSR booth at conventions.

Tournaments Available

The Network has tournaments for a variety of game systems. Here is a list of many of the systems:

AD&D® game, D&D® game, GAMMA WORLD® game, BOOT HILL® game, TOP SECRET/S.I.™ game, MARVEL SUPERHEROES™ game, all produced by TSR, Inc., Paranoia by West End Games, Runequest by Avalon Hill, GURPS by Steve Jackson Games, James Bond by Victory Games, Twilight 2000 by GDW, 2300 by GDW, Mega-Traveller by GDW, Space 1889 by GDW, Teenagers From Outer Space by R. Talsorian Games, Teenage Mutant Ninja Turtles by Palladium Books, Revised Recon by Palladium Books, Warhammer by Games Workshop, Champions by Iron Crown Enterprises, Chill by Mayfair, DC Heroes by Mayfair, Harnmaster by Columbia Games, Star Trek by FASA, Ars Magica by Lion Rampant, and more.

Sanctioning

All sanctioned tournaments must use the Network's scoring and advancement system—*No Exceptions.* Further, scoring sheets, which are provide by the Network, must be properly completed and returned within a few weeks after the convention. All Network members who participate in sanctioned tournaments are awarded points in the Network's international ranking system of players and judges.

Send this form to: RPGA™ Network, P.O. Box 515, Lake Geneva, WI 53147

The
ROLE PLAYING GAME ASSOCIATION™ Network

The RPGA™ Network is an international organization of gaming enthusiasts dedicated to excellence in role-playing games. If you're looking for Gamers who share your interest in role-playing games, and if you want to know more about what's coming from TSR, Inc., join the RPGA Network. It was created just for you! And for about the price of one game, you can enjoy all of the following . . .

As a member of the RPGA Network you will receive . . .

- An attractive RPGA Network pin.
- A Membership Certificate suitable for framing.
- A 1-year subscription to POLYHEDRON™ Newszine. In each bi-monthly issue of this award-winning 32-page news-magazine you can exchange ideas with other members, get updates on RPGA Network meetings and activities, and read exclusive illustrated articles about your favorite role-playing games.
- An Identification Card with your membership number and player and judge rankings.
- A 10% discount on all your gaming needs from THE MAIL ORDER HOBBY SHOP Catalog.
- The opportunity to attend—and even run—official RPGA Network tournaments at local conventions and be recognized for your talents worldwide.
- Information on how to start your own local RPGA Network club.
- Information about how you can participate in RAVENS BLUFF™, the Living City, a major RPGA Network project.

THIS APPLICATION ALLOWS YOU TO TAKE ADVANTAGE OF THE FOLLOWING RATES (U.S. FUNDS ONLY) UNTIL DEC. 30, 1990:

☞ U.S.	☐	**Plan 1:**	$15	Basic 1 year membership, sent to a U.S. address.
	☐	**Plan 2:**	$24	Two year membership, sent to a U.S. address.
	☐	**Renewal:**	$12	Sent to a U.S. address only.
☞ Canada	☐	**Plan 3:**	$22	Basic 1 year membership, sent to a Canadian address.
	☐	**Plan 4:**	$39	Two year membership, sent to a Canadian address.
	☐	**Renewal:**	$19	Sent to a Canadian address.
☞ Int'l.	☐	**Plan 5:**	$25	Basic 1 year membership, sent to an overseas address by Surface Mail.
	☐	**Plan 6:**	$45	Two year membership, sent to an overseas address by Surface Mail.
	☐	**Plan 7:**	$45	Basic 1 year membership, sent to an overseas address by Air Mail.
	☐	**Plan 8:**	$85	Two year membership, sent to an overseas address by Air Mail.
	☐	**Renewal:**	$22	Sent to an overseas address by Surface Mail.
	☐	**Renewal:**	$42	Sent to an overseas address by Air Mail.

I want to join!

Rush me my membership kit now! I have checked below the type of membership I desire, as well as how I am paying my dues.

☐ **MEMBERSHIP PLAN** _____ ☐ **RENEWAL of #** _____ ☐ **RE-OPEN EXPIRED MEMBERSHIP #** _____

Check to indicate choice of payment: **(Please type or print clearly in ink.)**

☐ Check (Payable to: "RPGA Network" in the amount of $ _____)
☐ Money-order (Payable to: "RPGA Network" in the amount of $ _____)
☐ Credit Card (please complete box below)

Credit Card # _____ Exp. Date _____
☐ VISA ☐ MasterCard
Signature _____ Today's Date _____

Name _____
Address _____
City _____
State/Prov. _____
Country _____ Postal Code _____
Day: Area Code _____ Phone _____
Evening: Area Code _____ Phone _____
Year of Birth _____

Please list your favorite games and note whether you are a player or game master for each system:

_____
_____
_____
_____
_____

In which languages are you fluent:

_____
_____
_____

All payments must be in U.S. Funds. Offers and dues subject to change without notice. Your membership kit will arrive in 6 to 8 weeks. Watch for it!

Mail to: RPGA™ Network, P.O. Box 515, Lake Geneva, WI 53147

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Sponsor _____ Sponsor's RPGA Network No. _____

RPGA™ Network

Tournament Request Form

Name of Convention _____

Dates _____

Location _____

_____

Convention Coordinator _____

Address _____

_____

Day Phone _____ Evening Phone _____

Tournament Coordinator _____

Address _____

_____

Day Phone _____ Evening Phone _____

Tournaments Requested

Game System	No. of Rounds	Expected No. of Players

See the back of this form for instructions